KONAMI



TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SUBSTANCE

潜龙谍影™2 真实之影

A HIDEO KOJIMA GAME

WINDOWS DVD-ROM

EPILEPSY WARNING

Some people may be susceptible to seizures when exposed to certain visual images, including flashing lights or patterns that may appear in everyday life including video games. Even people who do not have a medical history of epilepsy or seizures might have an undiagnosed condition that can cause "photosensitive epileptic seizures" while playing or watching video games.
Seizures may cause loss of consciousness or convulsions that can lead to injury from falling over or hitting nearby objects, but there are a variety of other symptoms, including, eye or muscle twitching, light-headedness, blurred or altered vision, confusion, involuntary shaking of arms or legs, disorientation, or momentary loss of awareness.
If you experience any of these symptoms, immediately stop playing and consult a doctor. Parents should monitor their children, and look out for the above symptoms, as children are more likely to experience a seizure than adults.
The risk of a photosensitive epileptic seizure occurring can be reduced by sitting away from the television screen, playing in a room that is well lit, using a smaller television, and not playing when you are drowsy or tired.
If you or anyone of your family has a history of seizures or epilepsy, consult a doctor before playing.

癫痫症警示

当看到某些视觉影像时（包括日常生活及游戏中可能出现的闪烁光线或图案），某些人会经历疾病发作。即使是未有过发作或癫痫病史的人，也可能出现某种无法确诊的病症。在人们玩或观看电脑游戏时，这些病症会导致“光敏性癫痫发作”。
上述发作可能导致知觉丧失或痉挛，并进而因摔倒或撞击邻近物体而造成身体受伤。同时，也可能出现多种不尽相同的症状，包括眼部或肌肉抽搐、头晕目眩、视觉混乱、昏愦、手臂或腿部痉挛或颤抖、定向障碍、以及瞬时性知觉丧失。
如果您出现任何此类症状，请立即停止游戏并找医生咨询。父母应留意或向孩子询问上述症状—儿童及青少年比成年人更易出现此类发作。通过以下方式，可降低光敏性癫痫发作的危险：增加与电脑屏幕的距离；使用更小的电视屏幕；在照明充分的房间进行游戏；并且不在困倦或疲劳时进行游戏。
如果您或您的任何亲属曾有过发作或癫痫病史，请在进行游戏前找医生咨询。

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SUBSTANCE

Thank you for purchasing Konami's "Metal Gear Solid 2 SUBSTANCE™". For best results, we recommend that you read through this manual prior to playing the game. Keep this manual in a safe place. This game is a work of fiction. Any resemblance to actual persons, groups, organizations, or national bodies, is purely coincidental.

感谢您购买Konami公司的《潜龙谍影2 真实之影》。为达到最佳效果，我们建议您在开始游戏之前，通读本手册。请妥善保管本手册。本游戏内容纯属虚构，若与任何真实的人、团体、组织，或国家机构有所雷同，恰为巧合。

CONGRATULATIONS!(恭喜、恭喜！)

Thank you for purchasing Metal Gear Solid 2 SUBSTANCE™.
This document contains some important information about the game, please read it through carefully.
感谢购买《潜龙谍影2 真实之影TM》。本文档包含与此款游戏相关的重要资讯，请仔细通读。

SYSTEM REQUIREMENTS(系统要求)

Metal Gear Solid 2 SUBSTANCE™ has been tested on a wide range of hardware and operating systems. To ensure optimal levels of performance, please make sure you are using the latestvideo card drivers and your PC meets or exceeds the following specifications:
《潜龙谍影2 真实之影"》已在大多数硬件和操作系统中经过测试。为确保最佳游戏性能，请确定你使用了最新的显卡驱动程序，并且你的电脑符合或超越以下技术规格：

HARDWARE REQUIREMENTS(硬件要求):

Operating System:	Windows XP, Windows ME, Windows 2000, Windows 98
CPU:	800MHz Pentium III or Athlon processor or equivalent (1 GHz recommended)
Video card:	DirectX 8.1 compatible video card with one of the following chipsets: GeForce256/GeForce 2/GeForce 2 MX/GeForce 3/GeForce 3 TI/ GeForce 4 MX/GeForce 4 TI
Main Memory:	128 MB RAM (256 MB recommended)
DVD ROM drive	
DirectX 8.1 or higher (included)	
Hard Disk:	3.8 GB free space(recommended:6.9 GB)
Sound card:	100% DirectX 8.1 compliant
Controls:	Keyboard, Game pad(recommended)

操作系统：	微软视窗98/Me/2000/XP
CPU：	800 MHz PentiumIII 或Athlon处理器或同等处理器（建议1GHz）
显示卡：	支持以下DirectX 8.1 兼容显示卡：GeForce256/GeForce 2/GeForce 2 MX/GeForce 3/GeForce 3 TI/ GeForce 4 MX/GeForce 4 TI
内存：	128 MB 内存 （建议：256 MB以上）
DVD光驱	
DirectX 8.1或更高版本	
硬盘：	3.8 GB可用空间（建议：6.9 GB以上）
声卡：	DirectX 8.1 兼容声卡
游戏操纵设备：	键盘，游戏手柄（建议使用）

HOW TO INSTALL THE GAME(如何安装本游戏)

1. Place the "METAL GEAR SOLID 2 SUBSTANCE" DVD ROM in the DVD ROM drive. If the auto run feature of the DVD ROM is activated, the auto run menu will be activated automatically. Then click on "INSTALL". If the auto run feature of the DVD ROM is not activated, double click "My Computer" and then the DVD ROM drive icon and activate Setup.
将《潜龙谍影2 真实之影TM》DVD光盘放入DVD光驱。如果自动运行功能已被开启，那么自动运行菜单将被自动激活。然后点击“安装(INSTALL)”。如果自动运行功能未被开启，那么请双击电脑桌面的“我的电脑(My Computer)”和DVD光驱图标，并启动安装程序。

2. After the installer is activated, the "Welcome to the Install Shield Wizard for Metal Gear Solid 2 Substance" dialogue will appear. Click on "Next>".
在安装程序被启动后，“欢迎使用潜龙谍影2 真实之影安装保护向导”对话框将出现。点击“下一步>(Next)”

3. The "Software License Agreement" dialogue will appear. Read it and click on "Yes".

“软件使用许可协议(Sofrware License Agreement)”对话框将出现。仔细阅读并点击“同意(Yes)”。

4. The "Choose Destination Locatio" dialogue will appear and ask where you wish to make the installation. If the displayed directory "C:\Program Files\KONAMI\MetalGearSolid2 Substance" is fine, click on "Next>".

“选择目标位置(Choose Destination Location)”对话框将出现，并询问你希望安装游戏的位置。如果当前文件目录

5. The "Select Options" dialogue will appear and ask for the installation type. The hard disk capacity displayed under "full" and "half" is necessary for each type. Please make your selection depending on your environment. After making your selection, click on "Next>".

“选择选项(Select Options)”对话框将出现，并询问安装类型。在“完全”和“部分”标题下显示的光盘容量为每种类型需要的可用空间。请根据你的硬件条件做出选择。在做出选择后，请点击“下一步>(Next>)”。

6. The "Ready to Install the Program" dialogue will appear and will confirm installation. If ready, click on "Install".

“准备安装程序(Ready to Install the Program)”对话框将出现，以确认安装。如果准备就绪，点击“安装

7. The copying of files will begin. Please wait for a moment.

文件复制将开始。请稍等片刻。

8. After the copying is complete, the "Install Shield Wizard Complete" dialogue will appear. A shortcut for activation will appear on your desktop.

在档案复制完成后，“安装保护向导完成(Install Shield Wizard Complete)”对话框将出现。启动快捷键图标将出现在桌面上。

9. To activate the game, double click the "Metal Gear Solid 2 Substance" icon that has appeared on the desktop. A launcher to activate the game will appear. To perform setups to match your environment, click on "OPTION". To start the game, click on "RUN".

启动游戏，请双击以出现在桌面上的“潜龙谍影2 真实之影”图标。游戏启动程序将出现。如要执行符合硬件条件的设置，点击“选项(OPTION)”。如要开始游戏，点击“运行(RUN)”。

UNINSTALL (移除游戏) /005b

Select "Add/Remove Programs" in the Control Panel, select "Metal Gear Solid 2 Substance", and then click on "Change/Remove". Please follow the instructions on the screen to uninstall the game.

Save files and files added after installing the game will not be deleted and will remain. If they are unnecessary, manually delete the folder to which "Metal Gear Solid 2 Substance" has been installed, and uninstallation is complete.

在控制面版中选择“添加/移除程序”，选择“潜龙谍影2 真实之影”，然后点击“更改/移触”。请遵照屏幕提示操作，以移除游戏。

存档文件和安装游戏后添加的文件无法被删除，将被保留。如果这些文件无存在的必要，请手动删除“潜龙谍影2 真实之影”的安装文件夹。游戏移除即大功告成。

STARTING SETUP(初始选项):

SSE CPU: Select use of SSE (please refer to your CPU specifications or visit the manufacturer's website to see if it supports SSE or visit)
Window Mode: Select activation of Window Mode
Graphics Driver: Select Graphics Driver
Screen Format: Select scren size and format
32Bit Z Buffer: Select Z-Buffer
SSE中央处理器: 选择使用SSE（请参阅CPU技术规格，或者访问制造商网站，以了解CPU是否支持SSE）
视窗模式: 选择启动视窗模式
显示卡驱动程序: 选择显示卡驱动程序
游戏介面格式: 选择游戏介面的大小和格式
32位深度缓冲: 选择深度缓冲(Z-Buffer)

DRAWING QUALITY(图像品质):

LEVEL: Select drawing quality (High-Middle-Low) - 16 levels
等级: 选择图像品质(高-中-低)-16个等级

CUSTOM(玩家定制)

Rendering Size: Select rendering size - 5 levels.
Shadow Detail: Select shadow detail - 5 levels and OFF.
Model Quality: Select model graphics quality - 4 levels.
Rendering Clearness: Select rendering clearness - (Clear-Blur) - 16 levels.
真实之绘图大小: 选择绘图大小-5个等级
阴影细节: 选择阴影细节-5个等级和关闭
模型品质: 选择模型图像的品质-4个等级
绘图清晰度: 选择绘图清晰度-(清晰-模糊)-16个等级

EFFECT QUALITY(效果品质):

LEVEL: Select Effect quality (High-Middle-Low) - 16 levels
等级: 选择效果品质(高-中-低)-16个等级

CUSTOM(玩家定制)

Focus: Select focus effect - ON/OFF.
STEALTH Effect: Select stealth gear effect - NORMAL/SIMPLE.
Motion Blur: Select motion blur effects - ON/OFF.
CODEC Focus: Select CODEC focus effect - ON/OFF.
VR MODE Effect: Select VR Mode destruction effect - ON/OFF.
Cross fade: Select cross fade level (High-OFF) - 8 levels.
Effect Quantity: Select effect quantity (High-Low) - 16 levels.
聚焦效果: 选择聚焦效果-开/关
潜行效果: 选择潜行装备效果-正常/简单
运动模糊: 选择运动模糊效果-开/关
编码解码器聚焦: 选择编码解码器聚焦效果-开/关
虚拟现实模式效果: 选择虚拟现实模式破坏效果-开/关
叠象渐变: 选择叠象渐变等级(高-关)-8个等级

SOUND(音效):

Sound Driver:	Select soundboard (driver).
Quality:	Select play quality (11khz-44khz).
SE:	Select SE quantity (10 levels).
3D Sound Quality:	Select 3D sound quality (High-Middle-Low) - 3 levels.
声卡驱动程序:	选择声卡(驱动程序)
音品:	选择播放品质(11khz-4khz)
音效:	选择音效音量(10个等级)
3D音效品质:	选择3D音效品质(高-中-低)-3个等级

KEY CONFIG(主要配置):

Allows player to change key configuration.
使玩家得以更改主要配置。

RANKING(排名):

Allows player to send ID and PASS (password) for the Internet Ranking.
使玩家能够发送ID和PASS(密码)，以便参加互联网战绩排名。

NOTE(注意):

The preset key configuration and explanations can be found on the backcover of this manual.
预设按键配置和解释位于在本手册封底。

NEW GAME(新游戏):

Start playing the original "Metal Gear Solid®2" from the beginning.
从头开始玩原版“潜龙谍影™2”游戏。

LOAD GAME(载入游戏):

Continue playing the original "Metal Gear Solid®2" using previously saved data.
采用先前保存的数据，继续进行原版“潜龙谍影™2”游戏。

OPTIONS(选项):

Adjust various game settings.
修改各项游戏设置。

SPECIAL(特别):

Enter the Special Menu.
进入特别菜单(Special Menu)。

MISSIONS(任务):

Engage in combat training consisting of a number of different stages.
参与由一系列不同关卡组成的作战训练。

SNAKE TALES(SNAKE传奇):

Play any of five different stories starring Solid Snake.
扮演Solid Snake，玩五个不同剧情之一。

NOTE(注意):

Certain menus may not be available the first time the game is played.
首次进行游戏时，某些菜单可能无法使用。

THE OUTER HEAVEN UPRISING(天外天之叛亂):

FROM "METAL GEAR" (RELEASED 1987)

摘自「METAL GEAR」（1987年出品）

FOXHOUND agent Solid Snake infiltrates Outer Heaven, a fortress-nation deep in the heart of South Africa, and destroys their prototype weapon Metal Gear, a walking tank with nuclear capability. In the process, he discovers that the leader of Outer Heaven is none other than Big Boss, the supreme commander of FOXHOUND, and puts an end to his former comrade's twisted schemes.

猎犬(FOXHOUND)组织特攻Solid Snake潜入位于南非心脏地带，守卫森严的“天外天”国，并摧毁该国的原型武器合金装备。合金装备是一种具有核打击能力的人形坦克。在执行任务过程中，他发现“天外天”的领导者正是猎犬组织(FOXHOUND)的总司令Big Boss。最终，Solid Snake粉碎了其前任上司的扭曲阴谋。

THE ZANZIBAR LAND DISTURBANCE(桑給巴爾島騷亂):

FROM "METAL GEAR 2: SOLID SNAKE" (RELEASED 1990)

摘自「Metal Gear 2：Solid Snake」（1990年出品）

After surviving the Outer Heaven incident, Big Boss escapes to Zanzibar Land and sets up an independent military regime with the hope of creating a world of strife, the only kind of world a born soldier can truly enjoy. At the request of FOXHOUND, Solid Snake infiltrates Zanzibar Land and again destroys Metal Gear, which had been transferred to Zanzibar Land following the collapse of Outer Heaven. He triumphs once again in a final, decisive battle with Big Boss and ensures the downfall of Zanzibar Land.

避过“天外天”之劫后，Big Boss逃到桑给巴尔岛(Zanzibar Land)，建立起独立军事政权，以期创造一个唯有生来就是战士的人才能真正享乐的战争世界。应猎犬(FOXHOUND)组织的请求，Solid Snake潜入桑给巴尔岛(Zanzibar Land)，再次摧毁在“天外天”灰飞烟灭时被转移至桑给巴尔岛(Zanzibar Land)的合金装备。他又一次笑到最后，与Big Boss展开决战，确保了桑给巴尔岛(Zanzibar Land)的陨灭。

THE SHADOW MOSES ISLAND INCIDENT(黑暗摩西島事件):

FROM "METAL GEAR SOLID" (RELEASED 1998)

摘自「Metal Gear Solid」（1998年出品）

On Shadow Moses, a remote island off the coast of Alaska, FOXHOUND leads an armed uprising and seizes the new Metal Gear REX in the single biggest act of terrorism in history. At the request of the government, Col. Roy Campbell, the former commander of FOXHOUND, summons Solid Snake out of retirement and sends him to infiltrate Shadow Moses Island in one last solo covert operation.
Snake must penetrate deep into the heart of a nuclear weapons facility. Aiding him in his mission are Dr. Hal Emmerich, aka Otacon, a former Metal Gear developer; Meryl, Col. Campbell's niece; and a team of the top specialists in each field, who communicate with Snake via the Codec. In the middle of his battle against the members of FOXHOUND, Snake encounters a cyborg ninja, who thirsts only for battle. This mysterious figure's true identity turns out to be Grey Fox, Snake's former FOXHOUND comrade who defected to the enemy and fought against Snake in Zanzibar Land. After destroying Metal Gear REX, Snake confronts the head of the terrorist group, Liquid Snake. Each of the Snakes, Liquid and Solid, carries the genes of the 20th century's greatest soldier, Big Boss. With the support of the cyborg ninja, Solid Snake fights a decisive battle with Liquid. After a long and protracted struggle, Snake finally defeats Liquid and leaves the legacy of Shadow Moses behind him.

在远离阿拉斯加海岸的黑暗摩西（Shadow Moses）岛，猎犬组织（FOXHOUND）领导着一次武装叛乱，并且在这次有史以来规模最大的恐怖主义行动中，劫获了最新合金装备（Metal Gear REX）。应美国政府的请求，猎犬组织（FOXHOUND）前司令Roy Campbell上校召集已经退伍的Solid Snake，并派遣其潜入黑暗摩西岛，执行终极单人隐密行动。
Snake必须深入核武设施的心脏。Hal Emmerich博士（又名Otacon，前合金装备开发者），Meryl（Campbell上校的侄女），以及由各个领域顶级专家组成的支援小组将帮助Snake完成任务。上述人员将透过编码解码器（Codec）与Snake通讯。在其打击猎犬（FOXHOUND）成员的战斗中，Snake将遭遇疯狂渴望格斗的电子武士。这位神秘人物的真实身份是Snake前战友，猎犬组织（FOXHOUND）的Grey Fox。此人堕落成敌人并曾与Snake在桑给巴尔岛（Zanzibar Land）上一决生死。在摧毁合金装备之后，Snake遭遇恐怖团伙头目Liquid Snake。两位Snake先生Liquid和Solid都具有二十世纪最伟大战士Big Boss的基因。在电子武士的帮助下，Solid Snake与Liquid展开了生死决战。在漫长而精疲力竭的格斗后，Snake最终击败Liquid，离开了即将毁灭的黑暗摩西岛。

STEALTH GAME（潜行游戏）

INFILTRATE AND AVOID DETECTION（潜入敌方，躲避侦察）

STEAL(潜入):

vt.{stole stolen}to perform an action in a silent, secretive manner.

vi.to proceed secretively, to sneak to move silently.

n. stealththe act of moving silently and secretly.

及物动词，{Stole Stolen} 以无声，秘密的方式执行任务

不及物动词，秘密前进，悄悄地无声移动

名词，(Stealth) 无声并秘密的移动

"Metal Gear Solid 2 SUBSTANCE™" is a tactical espionage action game.

The player must single-handedly infiltrate a facility under enemy control and carry out a covert operation.

If an enemy soldier spots the player, the soldier will call his comrades and attack. Since the player doesn't stand much of a chance when vastly outnumbered in battle, unnecessary conflict should be avoided whenever possible.

"Metal Gear Solid 2 SUBSTANCE™" is composed of the original game, "Metal Gear Solid®2: Sons of Liberty™", a "Missions" pack featuring new stages to play, and five additional playable stories called "Snake Tales".

In this manual, "Metal Gear Solid®2: Sons of Liberty™" will hereafter be referred to as "Metal Gear Solid®2" or simply "the original game".

“潜龙谍影 2 真实之影™”是一款战术间谍行动游戏。

玩家必须单枪匹马地潜入一个由敌人控制的设施，并展开秘密行动。

如果一名敌军士兵发现了玩家，这名士兵就会招呼他的同伴并发动攻击。由于在战斗中当敌我人数悬殊时，玩家取胜的机会微乎其微，因此无论何时都应尽可能避免不必要的冲突。

“潜龙谍影 2 真实之影™”包括原版游戏“潜龙谍影™2：自由之子™”，一个包含新增游戏关卡的“任务”包 (Missions pack)，以及名为“Snake 传奇”(Snake Tales) 的另外五个游戏剧情。

在本手册中，“潜龙谍影™2：自由之子™”将在下文中被称为“潜龙谍影™2”或简称为“原版游戏”。

"Metal Gear Solid®2" is composed of two chapters: the "Tanker Chapter" and the "Plant Chapter".
“潜龙谍影™2”由两个篇章组成：“油轮篇”(Tanker Chapter)和“地上篇”(Plant Chapter)。

TANKER CHAPTER(油轮篇):

Following the incident on Shadow Moses Island, Metal Gear's top-secret technology was leaked into the black market through the machinations of Revolver Ocelot. As a result, countless variations of Metal Gear have sprung up in every corner of the globe, making the weapon an increasingly common sight in the armed forces of nuclear powers. In the midst of all this, Solid Snake, now a member of the anti-Metal Gear group "Philanthropy" has learned that a new prototype Metal Gear has been developed by the U.S. Marines and is being transported in secret to an unknown destination. To find out more about this prototype, Snake must infiltrate the transport as it makes its way down the Hudson River disguised as a tanker. However, just as Snake is about to begin his mission, the tanker is seized by a mysterious armed group.

Shadow Moses 岛风波刚刚消退，合金装备(Metal Gear)的绝密技术就因Revolver Ocelot的诡计被泄露到了黑市。正因如此，不计其数的合金装备变异版本在地球的各个角落遍地发芽，从而使这种武器在有核国家的军队中越发常见。在上述背景下，现已成为合金装备组织“慈善事业(Philanthropy)”一员的Solid Snake得知，美国海军(U.S. Marines)已开发出一种新的合金装备样品，并将之秘密运往一个未知目的地。为了进不步了解这种武器样品，Snake必须潜入其运输过程。此时，这台武器样品正伪装成一艘油轮，沿哈得逊河顺流而下。但是，正当Snake即将着手执行任务，油轮却被一伙神秘的武装组织截获了。



SOLID SNAKE:

The legendary hero who has thrice saved the world from the menace of Metal Gear in the past, Solid Snake is an infiltration expert who always completes his mission no matter how difficult the odds. Originally a member of FOXHOUND, now a member of the NGO "Philanthropy" an anti-Metal Gear group.

曾经三度从“合金装备”的威胁下拯救世界的传奇式英雄人物，Solid Snake是一位秘密潜入专家，无论形式多么不利，他都能完成使命。Solid原为猎犬组织(FOXHOUND)的一员，现为反“合金装备”非政府组织“慈善事业(Philanthropy)”的成员。

PLAYER CHARACTERS(地上篇):

The "Big Shell" is a huge offshore cleanup facility constructed off New York's coast that serves as a symbol of environmental preservation and is now occupied by a terrorist group calling themselves the "Sons of Liberty". The President, who was on a tour to inspect the facility at the time, has been taken hostage, and the Sons of Liberty have demanded a large sum of money from the government in return for his release. If this demand is not met,they have threatened to detonate a series of bombs placed around the Big Shell, releasing huge amounts of chemical toxins into the sea and unleashing a massive environmental disaster. Faced with an unprecedented state of crisis, the government has called on thenewly reformed FOXHOUND to handle the situation. FOXHOUND's chosen agent, Raiden, must single-handedly infiltrate the "Big Shell" from underwaterand carry out a covert operation...

“Big Shell”是一座规模庞大的近海清理设施，它坐落在纽约沿岸，是环境保护的象征。目前，该设施已被一帮自称为“自由之仔”(Sons of Liberty)的恐怖主义组织占领。此时正对该设施进行视察的总统被绑架为人质，“自由之仔”向政府索要一大笔赎金作为放人条件。如果其要求得不到满足，他们威胁要引爆放置在Big Shell附近的多枚炸弹，从而向海_释放大量化学毒素，引起大规模的环境灾难。而对前所未有的危机状态，政府召集新改编的猎犬组织(FOXHOUND)来处理这种局面。猎犬(FOXHOUND)选派的特攻Raiden必须单枪匹马从水下潜入“Big Shell”，并展开秘密行动。



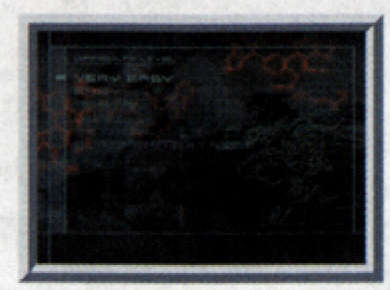
RAIDEN:

A member of the special forces unit FOXHOUND, Raiden has no experience in real-life combat situations, but his skills as a soldier have been honed to the highest levels through VR simulation training. The infiltration of the Big Shell is his first actual mission.

Raiden是特种部队小分队猎犬(FOXHOUND)的一员，他在真实作战环境中并无经验，但透过虚拟现实(VR)训练，他作为一名士兵的技能已达到炉火纯青的水平。秘密潜入到Big Shell是他的首个现实使命。

RECOMMENDED DIFFICULTY LEVEL (议难度水平) /012a

After selecting a NEW GAME, different difficulty levels will be displayed.
在选择“新游戏”(NEW GAME) 后，不同的难度水平将会显示。



VERY EASY(极易): For players new to action games.
适于刚刚接触格斗游戏的玩家。

EASY(容易): For those who have never played "Metal Gear Solid®".
适于从未玩过“潜龙谍影™”的玩家。

NORMAL(一般): Average difficulty, for veterans of "Metal Gear Solid®"
普通难度，适于经验丰富的“潜龙谍影™”玩家。

HARD(较难): For those who have already completed the game and are looking for a challenge.
适于已打完过游戏，并寻求挑战的玩家。

EXTREME(极难): Extreme difficulty. Becomes available after completing the game once. For die-hard gamers.
顶极难度。适于在游戏通关后选择。是铁杆玩家的最爱。

EUROPEAN EXTREME(欧式终极难度): The ultimate challenge. Becomes available after completing the game once. For the truly possessed.
终极挑战。适于在游戏过关后选择。适于真正的游戏痴迷者。

On HARD, EXTREME, and EUROPEAN EXTREME difficulty, there is an extra "GAME OVER IF DISCOVERED" option available. When this is selected, the game will end if the player is spotted by enemy soldiers or surveillance cameras.
对于“较难”、“极难”和“欧式终极难度”等难度水平，有一个额外的“若被发现即游戏结束”(GAME OVER IF DISCOVERED) 选项。当此选项被选择时，如果玩家被敌军士兵或监视摄像机发现，游戏就会结束。

· All difficulty levels will become available after viewing the game's ending once.
在观看游戏结尾后，玩家可在所有难度水平中重新选择。

LOAD GAME(载入游戏)

Select "LOAD GAME" from the Title Menu screen to bring up the Data Selection screen. Choose a data file to continue playing the game from the Continue Point at which the file was saved.
从标题菜单 (Title Menu) 介面中选择“载入游戏”(LOAD GAME)，以打开数据选择 (Data Selection) 介面。选择一个数据库文件，以便从文件被保存的“继续点”(Continue Point) 继续进行游戏。

GAME SCREENL (游戏介面) /012b

1. LIFE GAUGE(生命值)

If the Life Gauge drops to zero, the game ends. When there is little life remaining, the gauge will turn orange and blood will start to flow.
如果生命值降至零，游戏就会结束。当生命危在旦夕时，生命值会变为橙色，并开始失血。



2. RADAR(雷达)

Displays the conditions of the player's surroundings (see Radar P .14). 显示玩家四周的情况 (参见雷达 P. 14)。

3. WEAPON EQUIPPED(武器装备)

Displays the weapon currently assigned to the Weapon button (see Weapons and Equipment P .32).
This is not displayed if nothing is equipped.
显示武器键 (Weapon button) 当前指定的武器 (参见武器和装备 P. 32)。如果未装备任何武器，此项将不显示。

4. ITEM EQUIPPED(道具装备)

Displays the item currently being used (see Weapons and Equipment P .32).
This is not displayed if nothing is equipped.
显示当前正使用的道具 (参见武器和装备 P. 32)。
如果未装备任何道具，此项将不显示。

BOSS BATTLES(BOSS 战斗)

1. BOSS' LIFE GAUGE(BOSS 生命值)

Decreases as the boss receives damage.
随Boss受到攻击而下降。

2.BOSS' STUN GAUGE(BOSS 眩晕值)

Decreases as the boss is hit by tranquilizer darts and punching attacks.
随Boss被镇静镖和拳击击中次数的增加而减少。

· When either the Life Gauge or the Stun Gauge reaches zero, the boss battle is over.
· 当生命值或眩晕值降至零时，BOSS战斗便告结束。



GRIP GAUGE(握力值)

Displayed during Hanging mode. When the gauge reaches zero, the player will fall.
Performing certain special actions can raise the Grip Gauge's level, increasing the maximum value of the gauge.

在悬垂模式(Hanging mode)中显示。当此项数值达到零时，玩家将会跌落。
执行某些特殊动作能够提升握力值(Grip Gauge)水平，从而增加最大握力值。



O_2(OXYGEN) GAUGE(氧气量)

When underwater, shows the amount of oxygen remaining. When the O_2Gauge reaches zero, the Life Gauge begins to decrease. Pressing the Action button will decrease the rate at which the O_2Gauge diminishes.

当人物处于水下时，显示剩余氧气量。当氧气量(O_2 Gauge)达到零时，生命值(Life Gauge)就会开始下降。按行动键(Action Button)可降低氧气量(O_2 Gauge)的减少速度。



PARTNER LIFE GAUGE(同伴生命量)

Displayed when the player has a partner working with them. If a partner's life gauge drops to zero, the game ends.

当玩家有一位并肩合作的同伴时，此项将显示。如果同伴的生命值降低到零，游戏就会结束。



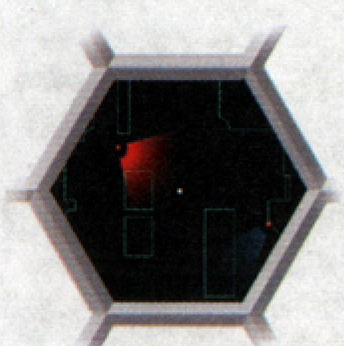
NORMAL MODE(正常模式)

CENTRAL DOT: Player character (Snake/Raiden)
中心点：玩家人物

GREEN CONE: The player character's field of vision in First Person View
绿色锥形区：玩家人物的主视角视野

DOTS AND CONES REPRESENTING ENEMY UNITS AND THEIR
显示敌人作战单元

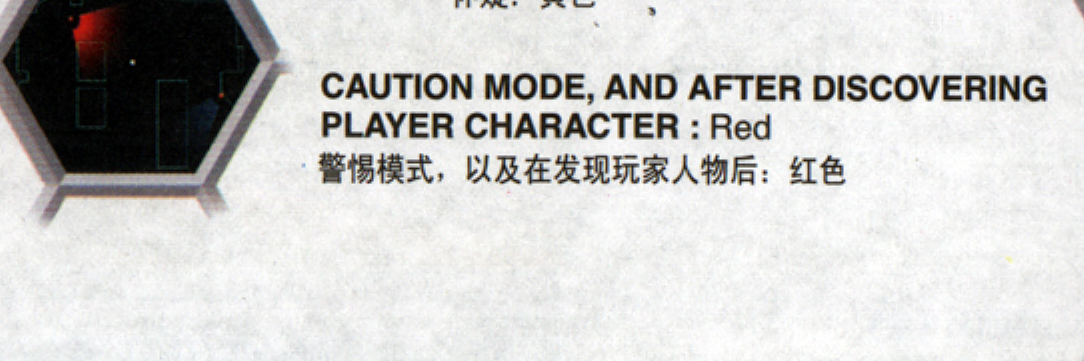
FIELD OF VISION: Enemy soldiers/cameras/gun cameras/CYPHERs/gun CYPHERs
及其视野的点和锥形区：敌军士兵 / 摄像机视角 / 武器视角 / 武器探测器 / 武装武器探测器



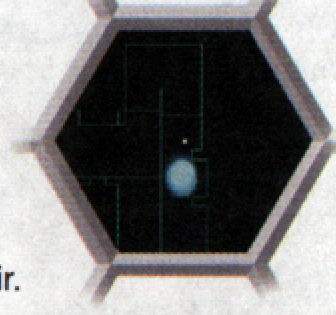
NORMAL: Blue
正常：蓝色

SUSPICIOUS : Yellow
怀疑：黄色

CAUTION MODE, AND AFTER DISCOVERING PLAYER CHARACTER : Red
警惕模式，以及在发现玩家人物后：红色



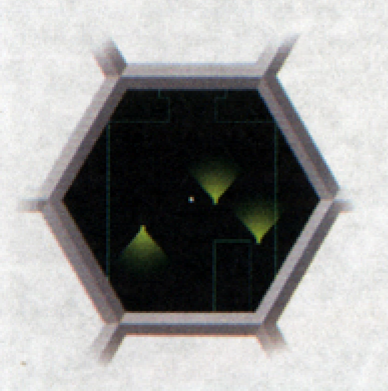
WHILE UNDERWATER(当处于水下时)



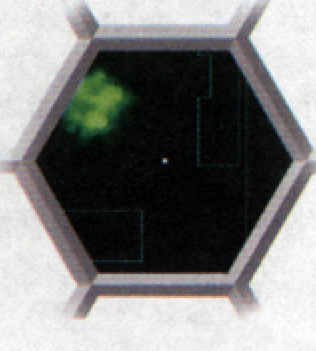
BLUE AREAS: Breathing points.
蓝色区域：呼吸点。

Indicates points in the flooded areas where the player can come up for air.
表示在水淹区域中，玩家浮出并呼吸空气的点。

WHEN SENSOR-A IS EQUIPPED(当装备有防步兵感应器时)



YELLOW AREAS(黄色区域):
Indicates that a bomb has been placed in that vicinity. Unless the area map is downloaded by accessing a Node, only these yellow areas will be displayed.
表示该区域附近放置了炸弹。除非已透过访问节点（Node）下载了该区域地图，否则将只显示这些黄色区域。



WHEN THE MINE DETECTOR IS EQUIPPED(当装备有探雷器时)

YELLOW DOTS AND CONES: Yellow dots indicate the positions of mines. Entering the cone-shaped area while in a standing position will cause the mine to explode.
黄色点和锥形区：黄色点显示地雷的位置。在处于站立姿态时进入锥形区域，将引爆地雷。



ALERT MODE(警报模式)

The radar cannot be displayed. Occurs when the player is discovered by an enemy soldier, camera, or CYPHER.
You will enter Evasion Mode when the gauge is down to zero.

雷达无法被显示。当玩家被敌人士兵、摄像机或武器探测器（CYPHER）发现时，会出现此模式。当探测器值（gauge）降低至零时，你将进入躲避模式（Evasion Mode）。



EVASION MODE(躲避模式)

The radar cannot be displayed. Occurs during a Clearing or when the enemy is searching for Snake/Raiden. You will enter Caution Mode when the gauge is down to zero.

雷达无法被显示。在清查（Clearing）期间，或当敌人搜寻Snake/Raiden时出现。当探测器值（gauge）降低至零时，你将进入警惕模式（Caution Mode）。



CAUTION MODE(警惕模式)

Occurs when enemy soldiers are more vigilant than usual in their patrols. You will enter Normal Mode when the gauge is down to zero.

当敌人士兵在巡逻中较平时提高警觉时出现。当探测器值（gauge）降低至零时，你将进入正常模式（Normal Mode）。



WHEN THE SIGNAL IS JAMMED(当信号受到干扰时)

The radar cannot be used if the signal is being jammed. Also, any equipment containing electronic components, such as surveillance cameras and remote control missiles, will not function properly. Furthermore, enemy soldiers will not be able to use the radio to call for backup.

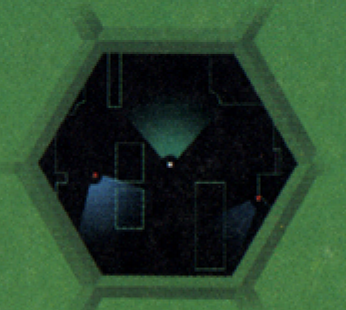
如果信号正受到干扰，雷达将无法使用。另外，任何包含电子组件的设备，如监视摄像机和遥控导弹，都将无法正常工作。此外，敌人士兵亦无法使用无线电来呼叫增援部队。

While in Normal mode, enemy soldiers will follow a set patrol route. When the player is spotted by an enemy soldier or surveillance camera, the game enters Alert mode.
处于正常模式(Normal mode)时，敌人士兵将沿固定路线巡逻。当玩家被敌人士兵或监视摄像机发现时，游戏就会进入警报模式（Alert Mode）。

NORMAL MODE (正常模式)

This is the default state, when the player has not been discovered by enemy soldiers or surveillance cameras.
在玩家尚未被敌人士兵或监视摄像机发现时，此为默认状态。

While in Normal mode, enemy soldiers will follow a set patrol route. While on patrol, enemy soldiers will use their eyes and ears to check for anything unusual on their patrol route. Some soldiers might stand guard in a single spot, while others might fall asleep on duty.
处于正常模式(Normal mode)时，敌人士兵将沿固定路线巡逻。在巡逻时，敌人士兵将用他们的眼睛和耳朵来检查其巡逻路线上的任何异常。部分士兵可能会在一个定点上站岗，而有些士兵可能会在执勤时偷懒睡觉。



The radar can be used in this mode
在此模式下，雷达可被使用。

When a soldier in normal mode hears a noise or spots something suspicious, such as footprints or bloodstains, he will leave his patrol route and search the surrounding area. If he finds nothing out of the ordinary in the area, the soldier will return to his patrol route. Creating noises to distract enemy soldiers is an essential technique to master.
当一名处于正常模式的士兵听到噪音或察觉到任何可疑(如脚印或血迹)时，他将离开自己的巡逻路线并搜查周围区域。如果他未在该地域中发现任何异常，这名士兵将返回其巡逻路线。透过制造噪音分散敌人士兵的注意力，是玩家需要掌握的一种关键技巧。

VARIOUS MARKS WILL APPEAR ABOVE THE ENEMY'S HEADS, INDICATING THEIR STATUS

(敌人头上将出现各种标记，显示其状态)



UNCONSCIOUS
(神志不清)



SLEEPING
(睡觉)



DISCOVERY
(发现)



SUSPICIOUS
(怀疑)

ALERT MODE (警报模式)



・The radar can be used in this mode
在此模式下，无法使用雷达。

The state in which the player has been discovered by enemy soldiers or surveillance cameras is called "Alert mode". In Alert mode, enemy soldiers call for backup and attack.
You can get out of Alert mode only by eluding the enemy soldiers or defeating a certain number of them.
玩家被敌人士兵或监视摄像机发现后的状态称为“警报模式”(Alert mode)。
在警报模式中，敌人将呼叫增援并发动攻击。
玩家只有躲避开或击败一定数量的敌人士兵，才能退出警报模式。

After escaping from the enemy's field of vision, the gauge at the bottom of the radar will begin to decrease. When it reaches zero, the game switches to Evasion mode.
在避开敌人视野后，雷达底部显示的探测器值(gauge)将开始下降。当它到达零时，游戏就会切换到躲避模式(Evasion mode)。

EVASION MODE (躲避模式)



・The radar cannot be used in this mode.
在此模式下，无法使用雷达。



In this mode, enemy soldiers will search the vicinity after losing sight of the player.
在此模式下，敌人士兵将在看不到玩家后搜查附近区域。

When the player eludes the enemy soldiers by hiding under a table or in a locker, the enemy soldiers may perform a "Clearing". This means that the soldiers will conduct a sweep of the area and "clean out" any spots where they suspect the player may be hiding.
当玩家透过躲藏在桌子下或橱柜中而避开敌人士兵时，敌人士兵可能会执行一次“清查(Clearing)”。这意味着，这些士兵将对该区进行扫荡，并“清除”任何他们怀疑玩家可能藏身的地点。

When the clearing is complete, or after searching for a certain period of time, the enemy soldiers will switch to Caution mode.
当清查完毕时，或者在搜查了一段时间后，敌人士兵将切换到警惕模式(Caution Mode)。

CAUTION MODE (警惕模式)



In Caution mode, enemy soldiers will be more vigilant than usual in their patrols. In certain cases, extra soldiers may be added to the patrols as well.
在警惕模式下，敌人士兵在巡逻中将比平时更加警觉。在某些情况下，还可能有更多士兵参加巡逻。

・The radar can be used in this mode.
在此模式下，雷达可被使用。

Avoid detection by the enemy soldiers until the gauge at the bottom of the radar reaches zero to return to Normal mode.
避免被敌人士兵察觉，直至雷达底部显示的探测器值(gauge)达到零，才返回正常模式(Normal mode)。

Each enemy soldier has a fixed visual range, and follows a set patrol route. Try to avoid detection while moving around.

每一名敌人士兵都有固定的视野范围，并沿固定路线巡逻。在到处移动时，玩家应尽量避免被察觉。

MOVE (WALK/RUN):
(移动(行走/奔跑))：

Move around by pressing the left directional key in the desired direction. Press the left directional key while holding down the Walk button to walk..

向你希望的方向按动左方向键，以便四处移动。如要行走，在安住行车键的同时，按下左方向键。

如要行走，在按住行车键的同时，按下左方向键

DIVING SOMERSAULT (SNAKE)/ROLLING (RAIDEN):
(前空翻(SNAKE)/翻滚(RAIDEN))：

Press the Crawl (A) button while running to execute a diving somersault (Raiden will execute a roll). This move can also knock down any enemy soldiers in the character's path.

在奔跑的同时按爬行(A)键，以进行前空翻(Raiden将做出翻滚动作)。此类移动还能够击倒人物前进路径上的任何敌军士兵。

DIVING SOMERSAULT(前空翻):

Useful for getting from one shadow to another.

适用于从一个阴影到达另一个阴影。

ROLLING(翻滚):

Useful for squeezing through small openings. Can also be used to put out the flames when on fire.

适用于挤过狭小的通道口。还可在起火时，用于扑灭火焰。



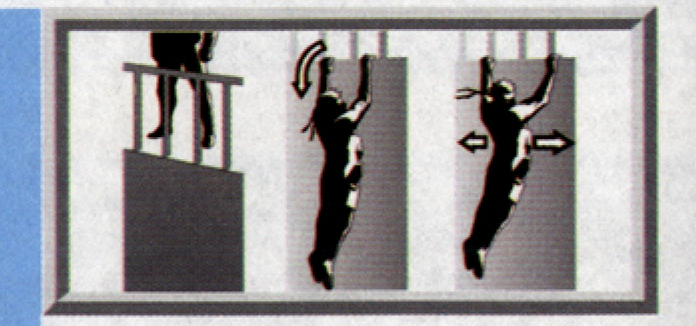
CRAWLING/CROUCHING(爬行/蹲伏):

Press the Crawl (A) button to switch to a crouching position. Useful for hiding behind waist-high objects.

按爬行(A)键，以切换到蹲伏姿态。适用于在齐腰高的物体后面藏身。

While crouching, pressing the left directional key in any direction will cause the character to crawl. Crawling allows the character to hide in narrow spaces under tables and other low-lying objects. Pressing the Crawl (A) button while in a crouching or crawling position will switch backto a standing position.

在蹲伏时，向任何方向按动左方向键将使人物爬行。利用爬行动作，人物可以藏身于桌子及其它低矮物体下的狭窄空间内。当处于蹲伏或爬行位置时，按爬行(A)键将切换回站立姿态。



HANGING(悬垂):

In certain places, pressing the Action (Y) buttonwhile facing a railing will cause the character to drop down and hang from the railing. Press the left directional key left and right to move along the railing. But be careful-if the Grip Gauge reaches zero, the character will lose his grip and fall.

并悬垂在栏杆上。向左或向右按动左方向键，以沿栏杆移动。请格外小心—如果握力值(GripGauge)达到零，人物将丧失握力并跌落。

WHILE HANGING(在悬垂时):

Press the Action (Y) button to climb back over the railing. Press the Crawl (A) button to let go and drop. The L1/R1 buttons can also be used to move left and right along a railing. Press the L1/R1 buttons simultaneously to do pull-ups.

按行动(Y)键，以向后翻过栏杆。按爬行(A)键，以松手并落下。L1/R1键也可被用于沿栏杆左、右移动。同时按下L1/R1键，可做引体向上。

CLIMBING TO A HIGHER LEVEL(攀爬到更高的高度):

Objects that are roughly waist-high can be climbed by pressing the Action (Y) button.
(A fall from a high place will cause the character to receive damage. Falling in some places will result in instant death.)

攀爬到更高的高度：对于大约与腰齐高的物体，可透过按行动(Y)键攀爬。
(从高处跌落将使人物受到伤害。在某些场所跌落将导致当场死亡。)

In order to avoid detection, it's essential to have a thorough knowledge of the surrounding ter rain and the enemy's movements.

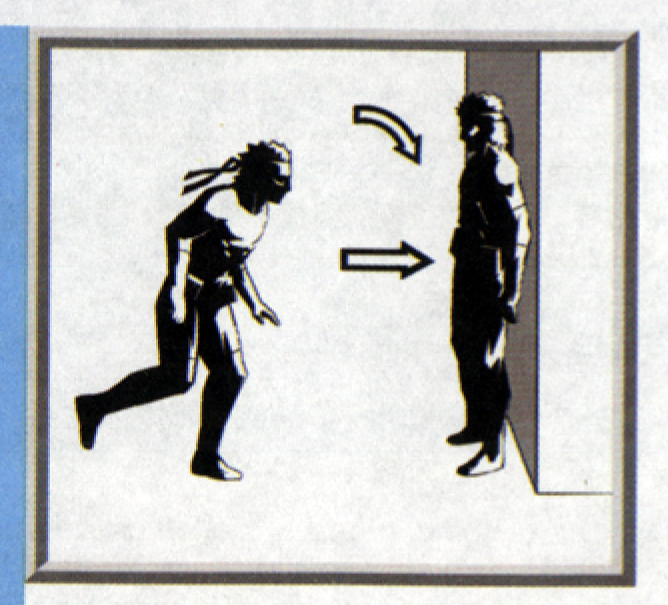
为避免被察觉，有必要透彻了解周围地形，以及敌人的动向。

FLATTENING AGAINST A WALL(贴墙站立):

Face a wall or similar surface and press the left directional key in that direction to flatten against a wall. Depending on the location, flattening may cause the camera to switch to Corner View, making it easier to view the surrounding area. See "Corner View" P . 29.

面对墙壁或类似平面，并朝相应方向按下并按住左方向键，以贴墙站立。取决于位置的不同，贴墙可能会使镜头切换成侧角视角，从而使人物更易观察周围区域。

参见第29页“侧角视角”(Comer View)。



It is also possible to move while flattened against a wall. Moving while flattened will enable the character to squeeze through narrow spaces not normally accessible when walking.

人物在贴墙站立时也可移动。利用贴墙移动，人物能够挤过正常行走时无法透过的狭窄空间

PEEKING(窥视):

Press the L1/R1 buttons while in Corner View to peek left/right. Use the right directional key to change the camera angle.

当处于侧角视角时，按下L1/R1键，以向左或右窥视。利用右方向键来改变游戏摄像头角度。



MAKING A NOISE(制造噪音):

While flattened against a wall, press the Punch (B) button to hit the wall and make a sound. This sound can be useful in distracting enemy soldiers.

在贴墙站立时，按下拳击(B)按钮，以敲击墙壁并制造噪音。此声音可有效分散敌人士兵的注意力。





VIEWING THE OVERHEAD MAP (PLANT CHAPTER)
(查看俯视地图(地上篇))

After accessing the Node (see P.30), press the START button to display the Overview Map. To return to the game screen, press the START button again.

在进入节点(参见P.30)后，按下开始(START)键，可显示俯视地图。如要返回游戏介面，请再次按细小开始(START)键。

Right directional key(左方向键)/Rotate the map 旋转地图

Left directional key(左方向键)/Move the area name display cursor 移动地名显示光标

FIRST PERSON VIEW MODE (STEP LEFT/RIGHT)

主视角模式(向左/右移步)

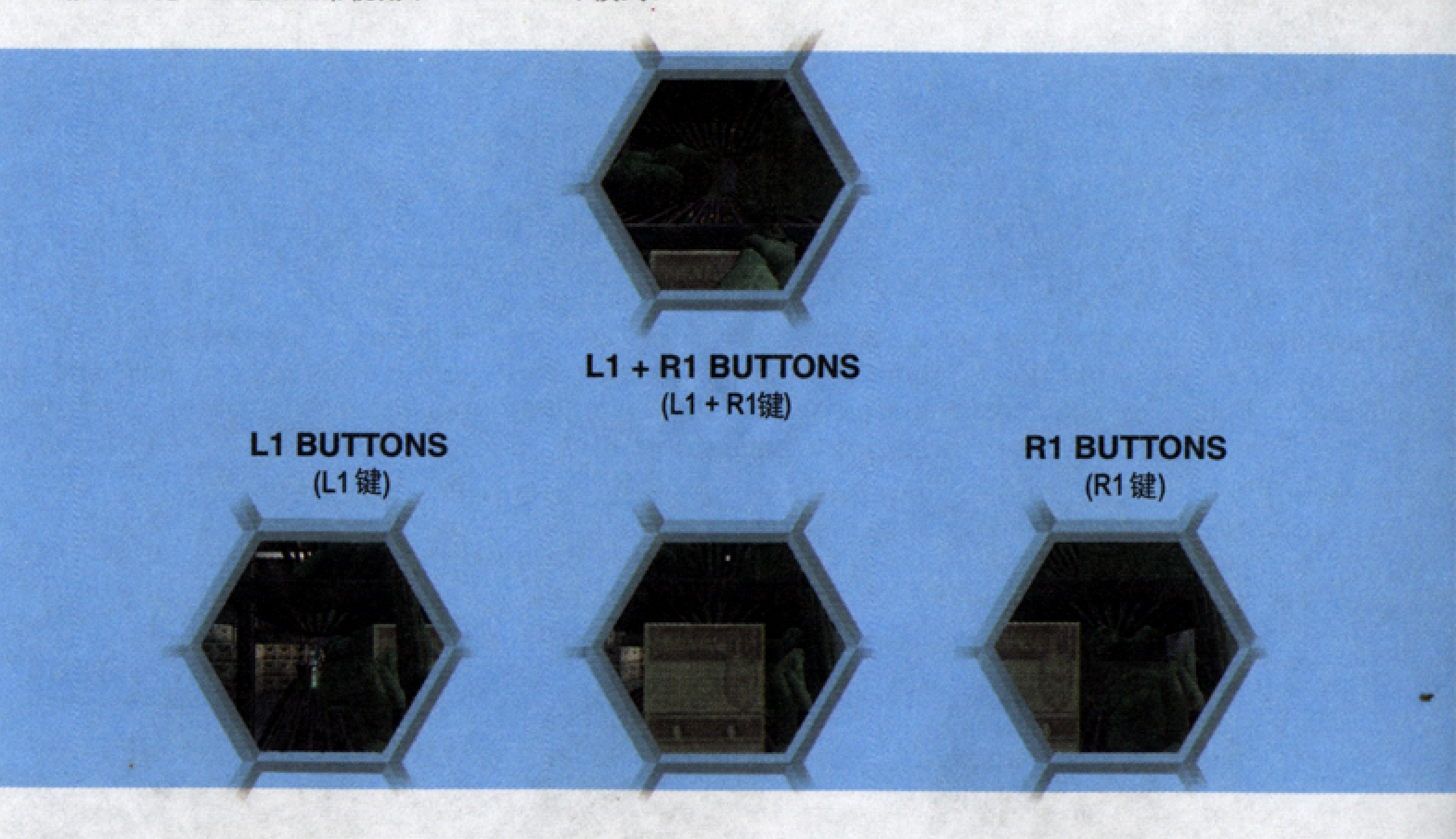
Press the R2 button to enter First Person View mode. While in First Person View, use the left directional key to change the camera angle. The player cannot move in First Person View mode.

You can change how the left directional key functions in First Person View mode in OPTIONS.

Press the R2 button to return to normal view mode.

按下R2键，以进入主视角模式。当处于视角模式时，利用左方向键来改变游戏摄像头角度。在主视角模式中，玩家无法移动。你可以在“选项”(OPTIONS)中，修改左方向键在主视角模式中的工作方式。

按下R2键，以返回正常视角(Normal View)模式。



Press the L1/R1 buttons while in First Person View to move one step left or right.

Press both buttons simultaneously to stretch up.

当处于主视角时，按下L1/R1键，以向左或向右移动一步。同时按下L1/R1键，以拉长视野。

USING THE CODEC(使用编码解码器（CODEC）)

Press the Codec (BACK) button to use the Codec. Using the Codec can provide helpful assistance, such as information about new weapons and advice about what to do next.

按编码解码器(BACK)键，以使用编码解码器(Codec)。使用编码解码器(Codec)能够获得有益的帮助，如新型武器的有关资讯，以及关于下一步行动的建议。

Press the Action (Y) button to perform various actions such as opening doors and pulling switches. If something looks useable, try pushing the Action (Y) button and see what happens.
按行动(Y)键，以实施各种行动，如开门和按下开关等。如果有什么物品看似可以使用，请尝试按行动(Y)键，看看将会发生什么。



HATCHES(门闩):

Face a hatch and press the Action (Y) button to grip the handle. Hold the Action (Y) button down to turn the handle and open the hatch. Tapping the Action (Y) button rapidly while turning the handle will open the hatch/door more quickly.

面对门闩并按下行动(Y)键，以抓紧手柄。向下按住行动(Y)键，以转动手柄并打开门闩。快速敲打行动(Y)键，可更快地打开门闩或门。

LOCKERS/BATHROOM DOORS(橱柜/盥洗室门):

Stand in front of a locker or bathroom door and press the Action (Y) button to open the door. It is possible to hide inside by entering it and closing the door. Press the Action (Y) button once again to open the door and exit the locker.

站在橱柜或盥 洗室门前并按行动(Y)键，以将门打开。可以进入其中并把门关上，以便藏身。再按一次行动(Y)键，以把门打开并离开橱柜。

ELEVATORS(电梯)

1.Face the panel next to the elevator door and press the Action (Y) button to call the elevator. The elevator may take a while to arrive.

面对电梯旁的面板并按行动(Y)键，以呼叫电梯。电梯可能要过一会才能到达。

2.Standing in front of the control panel inside the elevator will cause the floor buttons to appear.

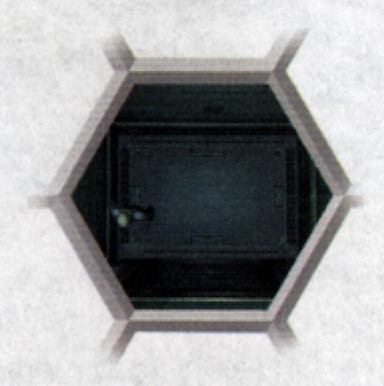
站在电梯内的控制面板前，将使楼层按键出现。

3.Select the desired floor using the left directional key and press the A button to activate the elevator.

用左方向键选择希望到达的楼层，并按A键启动电梯。







BASIC CONTROLS: ACTION BUTTON (基本操纵：行动键) /023a

CLIMBING/DESCENDING LADDERS (爬上/爬下梯子)

TANKER CHAPTER(油轮篇)
Stand in front of or on top of a ladder and press the Action (Y) button to grip the ladder. Then use the left directional key to go up or down. After reaching a secure foothold, press the Action (Y) button again to let go of the ladder.

站在一个梯子前或梯子顶上并按行动(Y)键，以握住梯子。然后用左方向键向上或向下移动。在到达安全的立足点后，再次按行动(Y)键，以松开梯子。

PLANT CHAPTER(地上篇)
Stand in front of or on top of a ladder and press the Action (Y) button to climb ordescend.

站在一个梯子前或梯子顶上并按行动(Y)键，以爬上或爬下梯子。





ACCESSING NODES(访问节点)
Stand in front of a Node and press the Action (Y) button to access the Node.

· Nodes can only be accessed in Normal and Caution modes.

站在一个节点(Node)前，并且按下行动(Y)键。

· 仅可在正常和警惕模式中访问节点(Node)。

· Direct confrontation with enemy soldiers should be avoided whenever possible. However, there are times when it's impossible to escape a fight.

· 无论何时，都应尽可能避免与敌军士兵的正面冲突。但是，有些时候战斗无法避免。



BASIC CONTROLS: COMBAT (基本操纵：战斗) /023b

ATTACKING WITH A WEAPON(用武器攻击)
After equipping a weapon, press the Weapon (X) button to use that weapon. When using gun-type weapons, press the Lock-on (Y) button to lock on to a target.

在装备有武器后，按武器(X)键，以使用该武器。在使用枪类武器时，按自动追踪锁定(Y)键，以锁定目标。

HAND TO HAND COMBAT(徒手格斗)
Press the Punch (B) button to throw a punch. Repeatedly tapping the Punch (B) button will unleash a barrage of punches that will send enemy soldiers flying. After receiving enough damage from hand-to-hand attacks, enemy soldiers will lose consciousness. Punching with a weapon equipped gives the enemy more damage.

按拳击(B)键，以使出拳击攻击。反复敲击拳击(B)键将打出一套组合拳，这可以使敌人无法还手之力。在徒手搏斗中受到足够伤害后，敌人士兵将变得神志不清。利用身上装备的武器击打，将使敌人受到更大伤害



ATTACKING IN FIRST PERSON VIEW(在主视角模式下攻击)
It is also possible to attack using weapons or fists in First Person View. There are certain targets that can only be hit by attacking while in First Person View. It is also easier to aim for an enemy soldier's vital points in First Person View.

玩家也能够在主视角模式下用武器或拳头进行攻击。对于某些目标而言，只有在主视角模式下进行攻击时，才能击中。在主视角模式中，瞄准敌人士兵的要害也相对比较容易。

CHOKING(扼喉): With no weapon equipped, sneak up behind an enemy soldier andpress the Weapon (X) button with the left directional key in a neutral position to grab the soldier's neck.

· It is possible to move around while gripping an enemy soldier by the neck (holding down the Weapon (X) button).

· While gripping an enemy soldier by the neck, repeatedly tap the Weapon (X) button to break the soldier's neck.

· While gripping an enemy soldier by the neck, if the soldier tries to escape, quickly press the Weapon (X) button to tighten the grip.

在未装备任何武器的情况下，潜行到一名敌人士兵身后并按武器(X)键，同时使左方向键处于中间位置，以扼住该士兵的脖颈。

· 在扼住敌人士兵脖颈的同时，可以四处走动(按住武器(X)键)。

· 在扼住敌人士兵脖颈的同时，反复敲击武器(X)键，一扼断该士兵的脖颈。

· 在扼住敌人士兵脖颈的同时，如果该士兵企图逃脱，可以迅速按武器(X)键，以便扼得更紧。



THROWING(抛掷):
With no weapon equipped, hold down the left directional key and press the Weapon (X) button to throw an enemy.

在未装备任何武器的情况下，按住左方向键并按武器(X)键把敌人抛出。

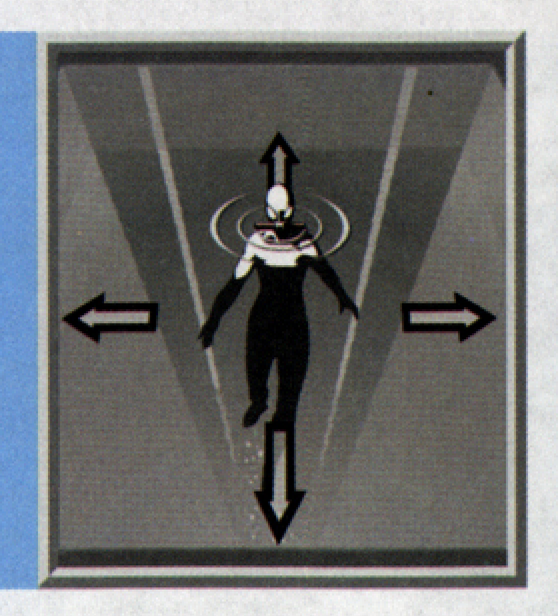


DRAGGING(拖动):
With no weapon equipped, stand near a fallen enemy soldier and press the Weapon (X) button to pick up the soldier's body. By continuing to hold down the Weapon (X) button and moving around, the body can be dragged to a different location. This is useful for hiding bodies so that they will not be discovered by the enemy.

在未装备任何武器的情况下，站在一名被击倒的敌人士兵附近并按武器(X)键，以拉起该士兵的身体。透过持续按住武器(X)键并四处移动，可将该士兵拖动到一个不同位置。此项技







SURFACE CONTROLS(水面操纵):

Left directional key(左方向键): Move around 四处移动
Punch (B) button(拳击（B）键): Dive 前冲



UNDERWATER CONTROLS(水下操纵):

Left directional key(左方向键): Change direction
改变方向

Right directional key(左方向键): Quick turn
迅速转向

Punch (B) button(拳击（B）键): Swim. Tap repeatedly to swim faster. Hold down to swim slowly.
游泳。反复敲击可加快游泳速度。按下此键，以滞缓游速。

Crawl (A) button(爬行（A）键): Quick stop (press near the bottom to stand)
迅速停止(在接近水底处按此键以站立)

Action (Y) button(行动(Y)键): Hold breath (decreases speed at which O_2Gauge diminishes)
屏息(减慢氧气消耗的速度)



WALKING WITH EMMA(与EMMA同行):

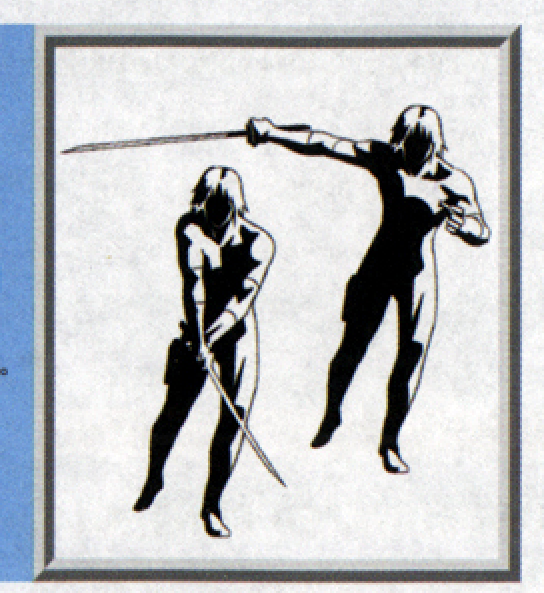
Press and hold down the Action (Y) button near Emma to hold her hand and walk with her. While holding her hand, Emma will follow you wherever you go. If the Action (Y) button is released, Emma will stay in that location. While stationary, Emma's LIFE gauge will recover slightly.

在Emma身旁按动并按住行动(Y)键，以便握住她的手并与她同行。在握住Emma的手时，无论走到哪里，Emma都将寸步不离。如果松开了行动(Y)键，Emma将在原地停下。静止不动时，Emma的生命值(LIFE Gauge)将略微恢复。

- You cannot use weapons when holding her hand.
  在握住Emma手时，您无法使用武器。

When the Blade is Equipped
在装备有兵刃时

SWINGING THE BLADE(挥舞兵刃):
Pres the right directional key up/down to slash up/down, and move left/right to swing the blade horizontally.
向上/向下按动右方向键以上劈下砍，向左/向右按动右方向键以水平挥舞。



ROTATING CUT(旋转霹雳):
Press the right directional key in a full circle motion to execute a rotating cut.
将右方向键旋转360度，以进行旋转霹雳攻击。



THRUST(刺杀):
Press the R3 button to execute a thrust.
按住R3键以进行刺杀。



SPECIAL CONTROLS: BLADE(特殊操纵：兵刃) /027a

GUARD(防守):
Press the Lock-on (Y) button to defend using the blade.
按锁定(Y)键，用兵刃进行防守。

BLUNT STRIKE(钝器攻击):
Press the Weapon (X) button once before swinging the blade to reverse the blade and execute a Blunt Strike. Attacking with a Blunt Strike will knock an enemy soldier out rather than kill him. Press the Weapon (X) button again when the cutting edge is in reverse position to bring it back to the normal position.

在挥舞兵刃前按一次武器(X)键，以使兵刃转向并进行钝器攻击。使用“钝器攻击”进行袭击将击倒敌军士兵，而不是杀死他们。当刀锋处于反向位置时，再按一次武器(X)键，以使兵刃回到正常位置。

EVENTS (事件) /027b

TAKING PICTURES(拍摄照片): TANKER CHAPTER(油轮篇)

OBJECTIVE(目标):
Take 4 pictures of Metal Gear RAY and send them using the workstation.
- 1 shot each from the right hand side, left hand side, and front of Metal Gear RAY (3 separate shots)
- 1 shot of the "MARINES" insignia located somewhere on Metal Gear RAY

拍摄四幅合金装备的照片，并使用工作站将照片传送回总部。
- 分别从合金装备的右侧、左侧和正面拍摄1幅照片(共3幅不同的照片)
- 拍摄合金装备的“舰队(MARINES)”」徽章

USING THE CAMERA(使用相机):


When the camera is equipped, the screen will switch to the camera's viewfinder. Press the Punch (B) button to zoom in and the Crawl (A) button to zoom out. Press the Weapon (X) button to snap a picture.
当人物装备相机时，游戏介面将切换至相机的取景镜。按下拳击(B)键放大取景区域，按下爬行(A)键缩小取景区域。按下武器(X)键，拍摄照片。



Any pictures taken will be displayed at the bottom of the screen in miniaturized format (up to 6 can be saved at once). Select where you want to save pictures with the right directional key.
拍摄的任何照片都将以最小化格式在游戏介面底部被显示(一次最多可保存6幅照片)。用右方向键选择你希望保存照片的位置。

SENDING THE DATA(传送数据):


Stand in front of the workstation at the end of the hangar and press the Action (Y) button to switch to the Data Transmission screen. If the 4 required pictures have all been shot correctly, all currently saved picture data will be erased when the terminal is accessed.
站在位于飞机库末端的工作站前，按下行动(Y)键，可切换至数据传输介面。如果四幅所需的照片已被正确拍摄，那么当接通通讯终端时，所有当前保存的照片数据都将被删除。

BOMB DISARMAMENT: PLANT CHAPTER(炸弹拆除:地上篇)

OBJECTIVE(目标):

Sweep the perimeter of Big Shell and freeze the bombs planted on each strut.
扫荡“Big Shell”的周围地区并冻结埋藏在支柱中的炸弹。

FINDING THE BOMBS(发现炸弹):

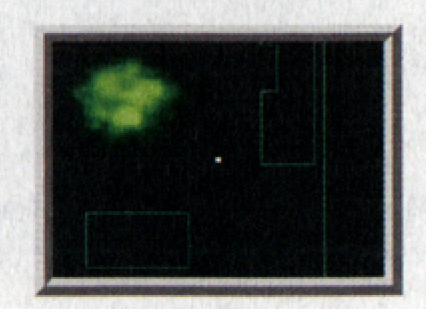
Press the Pause (START) button to display the map. Some of the struts will be marked with a "B". These symbols indicate that there is a bomb planted somewhere inside that strut.

按下暂停(START)键，可显示地图。某些支柱具有“B”标记。这些标记表示该支柱内藏有炸弹。



When Sensor A is equipped, areas in which a bomb has been planted will be displayed in yellow. Search for the bombs placed in each of these areas using either Normal View or First Person View.

当装备防步兵感应器时，埋藏炸弹的区域将以黄色显示。使用正常视角或主视角，逐个搜索被埋藏在上述区域的炸弹。



DISARMING THE BOMBS(拆除炸弹):

Freeze each bomb by spraying it with the coolant spray. When the coolant spray is equipped as a weapon, the screen changes to First Person View. Face a bomb and press the Weapon (X) button to use the spray. When the lamp on the detonator stops blinking, the bomb has been completely frozen.

用冷气喷射枪喷射炸弹，以将其逐一冻结。当冷气喷射枪被作为武器装备时，游戏界面将切换成主视角。面对炸弹并按下武器(X)键，可进行喷射。当雷管指示灯停止闪烁时，炸弹以被安全冻结。

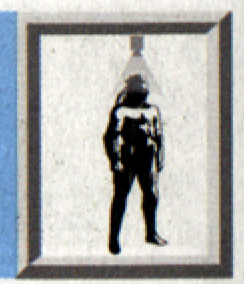


· The character cannot move around while the coolant spray is equipped.

· 当装备冷气喷射枪时，游戏人物无法移动。

"Metal Gear Solid®2" features four different types of camera positions, making for a truly gripping tactical espionage experience. Using each camera view's individual features to full advantage is essential to completing the mission.

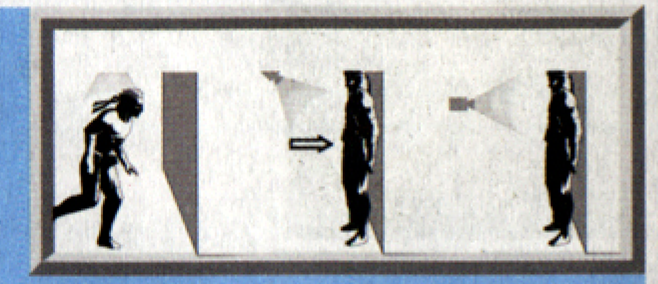
“潜龙谍影”2”具有四种不同类型的游戏摄像机位置，这对于营造真正扣人心弦的“战术间谍”体验大有俾益。充分利用每一种摄像机视角的特性，对于任务的完成至关重要。



NORMAL VIEW(正常视角):

The default camera angle shows an overhead view.

默认摄像机角度显示一个俯视场景。



CORNER VIEW(侧角视角):

For hiding and scoping out the area. While flattening against certain corners and walls pressing the R2 button will cause the camera's position to change.

当贴住某些角落或墙壁时，按下R2键，将使摄像机改变角度。

· In certain places, the L1/R1 buttons can be used to peek left/right.

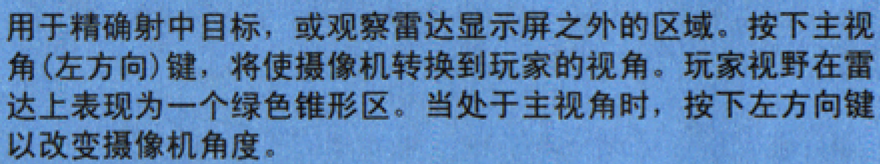
· 在某些场所，L1/R1键可被用于向左或向右窥视。

· The camera angle can be changed using the right directional key.

· 使用右方向键能够改变摄像机角度。

FIRST PERSON VIEW:(主视角)

For making precise shots on a target or viewing areas outside the radar's scope. Pressing the First Person View left directional key button will shift the camera to the player's perspective. The player's field of vision is represented on the radar by a green cone. Press the left directional key button while in First Person View to change the camera angle.



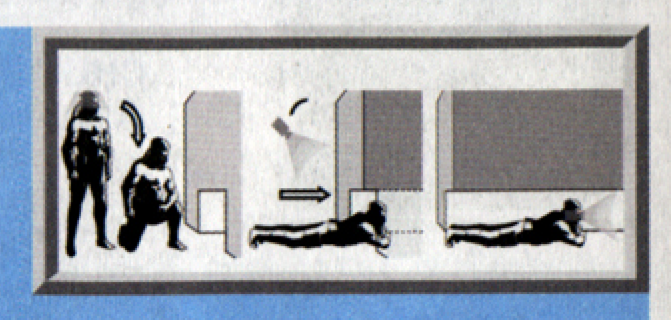
用于精确射中目标，或观察雷达显示屏之外的区域。按下主视角(左方向)键，将使摄像机转换到玩家的视角。玩家视野在雷达上表现为一个绿色锥形区。当处于主视角时，按下左方向键以改变摄像机角度。

· Press the L1/R1 buttons to take one step left/right.

· 按下L1/R1键，以向左/右移动一步。

· Press both the L1/R1 buttons at the same time to stretch up.

· 同时按下L1/R1键，以拉长视野。



INTRUSION VIEW(突入视角)

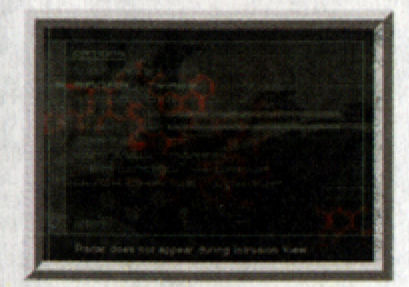
For squeezing into narrow spaces.

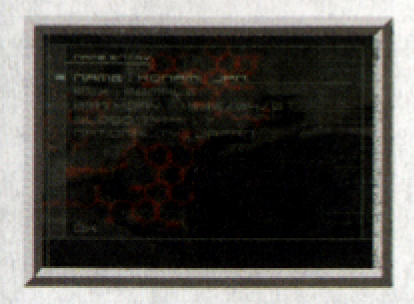
用于挤入狭窄空间。

Crawling into certain narrow spaces will cause the camera to shift to the player's perspective.
First Person View can also be accessed from Intrusion View by pressing the First Person View (R2) button. You cannot move when in First Person View.

爬行进入某些狭窄空间将使摄像机转换到玩家的视角。
按下主视角(R2)键，可从突入视角进入主视角。在处于主视角时，你将无法移动。

NODES(节点) /030a





In the Plant Chapter, machines called "Nodes" are located in various locations throughout the interior of the floating "Big Shell" plant. By accessing one of these Nodes, various game options can be changed. The options that can be changed at a Node are the same as those in the OPTIONS menu.

在地上篇中，被称为“节点(Nodes)”的机器遍布在漂浮洁清工厂“Big Shell”的内部。透过访问上述节点(Nodes)”之一，玩家可以更改各类游戏选项。可在节点(Node)中更改的选项与选项(OPTIONS)菜单中的选项完全相同。

NOTE(注意):

When a new area is first visited, the map for that area can be downloaded by accessing a Node. In difficulty levels NORMAL and higher, until the map for a new area has been downloaded, the radar cannot be used.

在首次访问某个全新区域时，可透过访问节点(Node)下载该区的地图。当难度级别为一般(NORMAL)或更高时，在未下载某个全新区域的地图之前，雷达无法投入使用。

The name entry screen will appear the first time a Node is accessed in a game.

当玩家首次访问某个游戏节点(Node)时，名称输入介面将出现。

CODEC (码解码器) /030b

During the game, press the Codec (BACK) button to enter Codec mode. Use the Codec to converse with various support characters. These characters can help by providing valuable information and hints about puzzles and difficult situations that arise during the mission.

在游戏中，按下编码解码器(BACK)键，以进入编码解码器(Codec)模式。使用编码解码器(Codec)，可与各位支援人物交谈。这些人物将针对玩家在执行任务时遇到的迷题和困境，向其提供价值不菲的资讯和提示，以帮助其绝处逢生。

1.ADJUSTING THE FREQUENCY(调整频率)

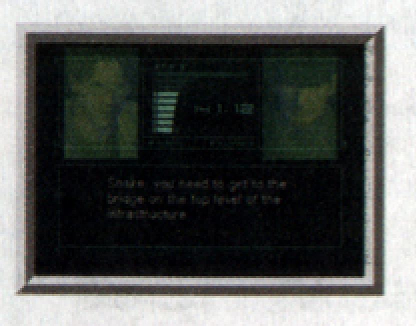
Adjust the frequency by moving left and right on the left directional key.

透过左右移动左方向键，可调整频率。

2.BEGINNING TRANSMISSION(开始传送)

Press the A button to begin transmitting. If the frequency is incorrect, the message "No Response" will be displayed. Even if the selected frequency is correct, the person on the other end may not respond.

按下A键，开始信号传送。如果频率不正确，那么消息“无声音”将被显示。即使所选频率正确，另一端人员也可能没有声音。





3.CHOOSING A RECIPIENT FROM THE MENU (从菜单选择接收入)

Press down on the left directional key to display a memory window containing a list of all known Codec contacts. Choose a recipient with the left directional key and press the A button to begin transmission.

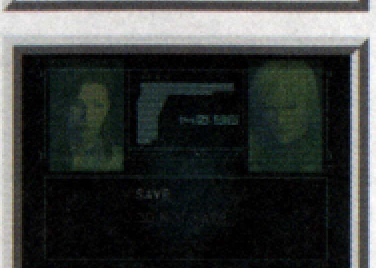
按下左方向键，以显示一个包含全部已知编码解码器(Codec)联系人的记忆窗口。用左左方向键选择接收入，然后按下A键开始信号传送。

4.EXITING CODEC MODE(退出编码解码器模式)

End all communications and press the Codec (BACK) button to exit Codec mode.

结束所有通讯并按下编码解码器(BACK)键，以退出编码解码器(Codec)模式。





SAVING THE GAME(保存游戏)

Save the game by contacting Otacon (during the Tanker Chapter) or Rose (during the Plant Chapter).

透过联系Otacon(在油轮篇中)或者Rose(在地上篇中)可保存游戏。





RECEIVING CALLS(接收呼叫)

When receiving a call from someone, the CALL sign will be displayed. Press the Codec (BACK) button while the CALL sign is being displayed to answer the call and begin communication. CALLs always contain crucial information. Be sure to answer them.

当接收到来自某人的呼叫时，呼叫(CALL)信号将被显示。在呼叫(CALL)信号被显示时，按下编码解码器(BACK)键，以接听呼叫并开始通讯。呼叫(CALL)通常包括关键性资讯。请务必接听所有呼叫。

When you get a red CALL sign, you will be forced to receive the call and enter the Codec screen.

当你收到一个红色呼叫(CALL)信号时，你将被强迫接听呼叫并进入编码解码器(Codec)介面。

CALL SIGN FREQUENCY TABLE(呼叫信号频率表)

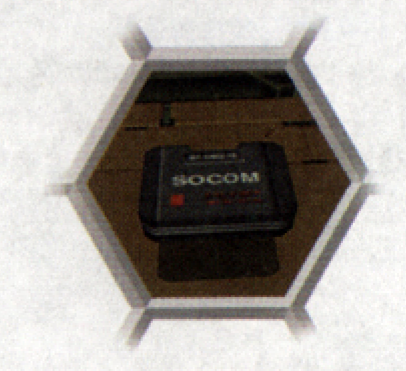
TANKER CHAPTER(油轮篇)

PERSONNEL(人员)	FREQUENCY(频率)	INFORMATION TYPE(资讯类型)
Otacon	141.12	You can obtain explanations of controls and hints to proceed through the stages. 玩家可以获得操纵方法说明和游戏过关提示。
Otacon (Save channel) Otacon（保存频道）	140.96	You can save the game 玩家能够保存游戏。

PLANT CHAPTER(地上篇)

PERSONNE(人员)	FREQUENCY(频率)	INFORMATION TYPE(资讯类型)
Colonel	140.85	You can obtain explanations of mission objectives and controls, as well as hints to proceed through the stages. 玩家能够获得任务目标和操纵方法说明，以及游戏过关提示。
Rose (Save channel) Rose（保存频道）	140.96	You can save the game 玩家能够保存游戏。





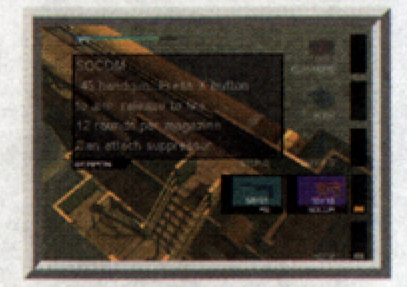


PICKING UP ITEMS(捡拾道具)

Items are acquired by collecting Item Boxes. The contents of an Item Box can be inspected in First Person View mode. There are limits to how many of each type of item can be carried at once. When the limit for a particular type of item has been reached, additional items of that type may not be picked up. Attempting to do so will cause the message "FULL" to appear onscreen. Also, attempting to pick up ammunition for a weapon not currently in possession will cause the message "GET (weapon name) FIRST" to appear onscreen.

透过捡取道具盒可获得道具。玩家可在主视角模式中查看道具的内容。游戏对一次可携带的各种道具数量设有限制。当达到特定类型道具的数量限制后，玩家将无法再捡拾额外数量的此类道具。试图获取额外的同类道具，将导致消息“已满(FULL)”出现在游戏介面中。同时，如果玩家试图拾取其目前没有拥有武器的弹药，那么消息“请先获取‘武器名称’(GET 'weapon name' FIRST)”将因此而出现在游戏介面中。

EQUIPPING(装备)





EQUIP BUTTON(装备键):

ITEMS(道具)	L1 button	L1键
WEAPONS(武器)	R1 button	R1键

Press & hold either of the Equip buttons to display the Equip Window. Use the left directional key to select an item or weapon and release the Equip button to equip it. To remove equipment, select the "NO ITEM" icon.

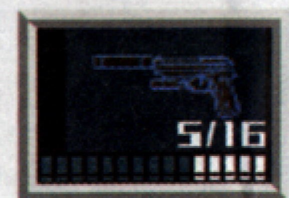
下拉并按住任一个装备键，以显示装备窗口(Equip Window)。用左方向键选项道具或武器，然后松开装备键，用以装备此项道具或物品。如果卸除装备，选择“无道具(NO ITEM)”图标。

- The arrangement of icons in the Item Window can be switched to a oneline style similar to the original "Metal Gear Solid®" by selecting "ITEM" from the "OPTIONS" screen.
- 透过在“选项(OPTIONS)”介面内选中“道具(ITEM)”，可将道具视窗(Item Window)中的图标排列切换成与原版“潜龙谍影TM”相似的单线风格。

The number displayed under an icon represents how many of that item are currently possessed.
在图标下方显示的数字代表：目前拥有此类道具的数量。



For gun-type weapons, the number of shots remaining in the current magazine and the total remaining ammunition are displayed.
对于枪类武器，当前弹夹中剩余的子弹数量以及总剩余弹药量将被显示。



WEAPONS AND EQUIPMENT (武器和装备) /033a

QUICK CHANGE(快速换装)

Press the L1/R1 buttons (Item/Weapon) once quickly to execute a Quick Change, swapping the currently equipped item (L1 button)/weapon (R1 button) without having to open the Equip Window. There are two different types of Quick Change, as shown below:

迅速下拉L1/R1键(道具/武器)一次，以执行快速换装，切换当前装备的道具(L1键)/武器(R1键)，而无需打开装备窗口(Equip Window)。如下问所示，共有两类快速换装：

UNEQUIP(卸装)

Currently/most recently equipped weapon/item (switch between) Nothing equipped

在“当前/最近装备的武器/道具”和“无装备”之间切换

PREVIOUS(前次)

Currently equipped weapon/item (switch between) Previously equipped weapon/item

在“当前装备的武器/道具”和“前次装备的武器/道具”之间切换

· When selecting PREVIOUS, please first equip two or more different weapons or items to switch between before attempting to Quick Change.

· 在选择前次(PREVIOUS)时，请在试用快速换装(Quick Change)之前，先装备两项或多项不同的武器或道具，以供相互切换。

· Quick Change type can be changed either at a Node or by selecting "OPTIONS" from the title menu, then "QUICK CHANGE".

· 快速换装(Quick Change)类型即可在Node中切换，亦可透过选择标题菜单“选项(OPTIONS)”，然后选择“快速换装(QUICK CHANG)”进行切换。

WEAPONS (武器) /033b

Weapons available in the Tanker Chapter / Weapons available in the Plant Chapter.
/ wounding weapons.
)/地上篇(Plant chapter)中获得的武器。蓝色图标为非致命型/致伤型武器。



M9: Uses anaesthetic bullets, capable of knocking out an enemy. Press the Weapon (X) button to ready the gun and release to fire. Equipped with suppressor and laser sight.

使用麻醉弹，能够使敌人昏迷不醒。按下武器(X)键，进行设计准备，然后松开该键进行射击。装备有消声器和镭射瞄准器。



USP: Handgun. Press the Weapon (X) button to ready the gun and release to fire. Equipped with laser sight. Gunshots can be muffled if a suppressor is found.

手枪。按下武器(X)键，进行射击准备，然后松开该键进行射击。装备有镭射瞄准器。如果玩家能找到消声器，那么可消除该武器的射击声响。



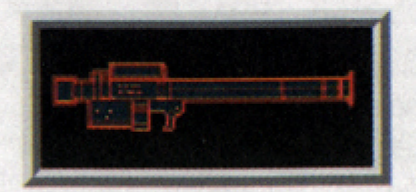
SOCOM: Handgun. Press the Weapon (X) button to ready the gun and release to fire. Equipped with laser sight. Gunshots can be muffled if a suppressor is found.

手枪。按下武器(X)键，进行射击准备，然后松开该键进行射击。装备有镭射瞄准器。如果玩家能找到消声器，那么可消除该武器的射击声响。



COOLANT SPRAY(冷气喷射枪): Used to disarm bombs. Game will cut to First Person View when equipped. Aim with the left direct. key. Press the Weapon (X) button to use the spray. The distance of the spray will be shorter if you hold down the SLOW button while pressing the Weapon (X) button.

用于拆除炸弹。装备该武器时，游戏将切换成主视角模式。用左方向键进行瞄准。按下武器(X)键，以使用喷射枪。如果玩家同时按下武器(X)键和慢速(SLOW)键，那么喷射距离将缩短。



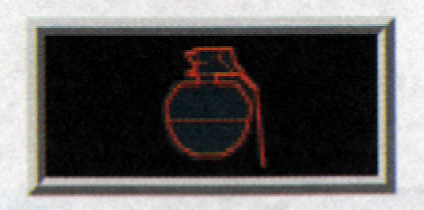
STINGER MISSILE(“毒刺”导弹): Portable SAM missile launcher. Game will cut to First Person View when equipped. Aim with the left directional key. Press the Weapon (X) button to fire. Keep the target centred in the sight until the missile locks-on.

便携式地对空导弹发射器。装备该武器时，游戏将切换成主视角模式。用左方向键进行瞄准。按下武器(X)键，以发射导弹。使目标始终位于瞄准器中心，直至导弹开启自动锁定功能。



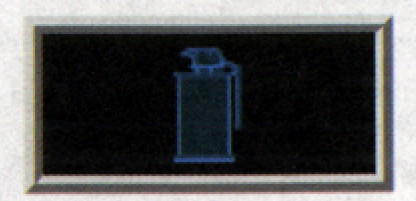
CHAFF GRENADE(干扰弹): Electronic jamming hand grenade. Renders electronic devices useless for a fixed period of time. Press the Weapon (X) button to ready, and release to throw. The distance of the throw varies depending on how hard the Weapon (X) button is initially pressed. The grenade explodes 5 seconds after it is readied.

电子干扰手榴弹。使电子设备在一定时间内无法工作。按下武器(X)键，进行投掷准备，然后松开该键进行投掷。投掷距离的远近取决于玩家最初按武器(X)键的力度。此类手榴弹在投掷5秒后爆炸。



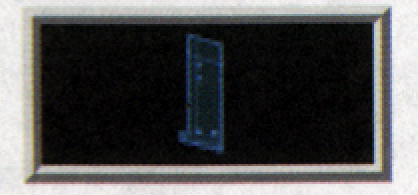
HAND GRENADE(手榴弹): Hand-thrown anti-personnel fragmentation grenade. Press the Weapon (X) button to ready, and release to throw. The distance of the throw varies depending on how hard the Weapon (X) button is initially pressed. The grenade explodes 5 seconds after it is readied.

用手投掷型防步兵破碎性手榴弹。按下武器(X)键，进行投掷准备，然后松开该键进行投掷。投掷距离的远近取决于玩家最初按武器(X)键的力度。此类手榴弹在投掷5秒后爆炸。



STUN GRENADE(眩晕弹): "Flash-bang" hand grenade. Renders enemies unconscious for a fixed period of time. Press the Weapon (X) button to ready, and release to throw. The distance of the throw varies depending on how hard the Weapon (X) button is initially pressed. The grenade explodes 5 seconds after it is readied.

“闪光”手榴弹。使敌人在一定的时间内失去知觉。按下武器(X)键，进行投掷准备，然后松开该键进行投掷。投掷距离的远近取决于玩家最初按武器(X)键的力度。此类手榴弹在投掷5秒后爆炸。



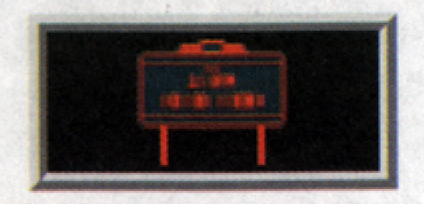
MAGAZINE(弹夹): Empty firearm magazine. Press the Weapon (X) button to ready, and release to throw. The distance of the throw varies depending on how hard the Weapon (X) button is initially pressed. The noise can distract the enemy.

空手枪弹夹。按下武器(X)键，进行投掷准备，然后松开该键进行投掷。投掷距离的远近取决于玩家最初按武器(X)键的力度。其产生的声响可转移敌人的注意力。



BOOK(书): Press the Weapon (X) button to put the magazine down. Can be used to divert enemy attention.

按下武器(X)键，将杂志/书放下。能被用于转移敌人的注意力。



CLAYMORE: Directional land mine. Press the Weapon (X) button to set the mine. Will detonate if the player or an enemy enters its displayed range.

定向地雷。按下武器(X)键，以放置地雷。如果玩家或敌人进入地雷探测区域，将引爆地雷。



M4: Assault carbine. Press the Weapon (X) button to shoot. Hold down the button for full auto shooting.

自动攻击步枪。按下武器(X)键，进行射击。按住该键，进行全速自动射击。



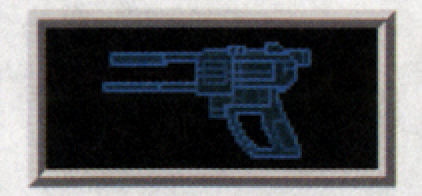
AKS-74U: Assault rifle. Press the Weapon (X) button to shoot. Hold down the button for full auto shooting. Gunshots can be muffled if a suppressor is equipped.

攻击步枪。按下武器(X)键，进行射击。按住该键，进行全速自动射击。如果装备消声器，那么可消除该武器的射击声音。



C4: Plastic explosive. Press the Weapon (X) button to set the charge and press the Punch (B) button to detonate.

塑胶炸药。按下武器(X)键，设置炸弹，然后按下拳击(B)键，以引爆炸弹。

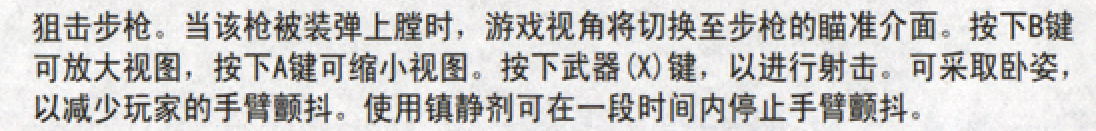


DIRECTIONAL MICROPHONE(定向麦克风): Extremely sensitive microphone that can be aimed. Game will cut to First Person View when equipped, and sounds coming from the targeted direction can be detected.

可定向性高灵敏度麦克风。装备该武器时，游戏将切换成主视角模式，并且玩家可听到来自目标方向的声音。



PSG1: Sniper rifle. When readied, the view will switch to the rifle's targeting screen. Press the B button to zoom in and the A button to zoom out. Press the Weapon (X) button to fire. Your hand shakes less from a crawling position. The use of pentazemin stops shaking for some time.



狙击步枪。当该枪被装弹上膛时，游戏视角将切换至步枪的瞄准介面。按下B键可放大视图，按下A键可缩小视图。按下武器(X)键，以进行射击。可采取卧姿，以减少玩家的手臂颤抖。使用镇静剂可在一段时间内停止手臂颤抖。



REMOTE CONTROLLED MISSILE (NIKITA)(遥控导弹): Radio-guided missile. Press the Weapon (X) button to aim and release to fire. The camera view will change to the missile's perspective when aiming. After the missile has been fired, use the left direct. key to guide it to its target. The missile cannot be controlled if the signal is being jammed. The missile can be controlled within limited distances only when used outside.

无线电制导导弹：按下武器(X)键，进行瞄准，然后松开该键进行发射。在瞄准时，视角将切换至导弹的角度。在导弹被发射后，用左方向键将其导向目标。如果信号受到干扰，那么导弹将失去控制。在外部使用时，导弹仅在有效射程内可被控制。



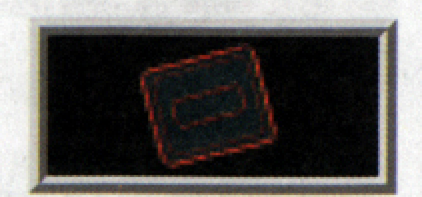
RGB6: Grenade launcher. Press the Weapon (X) button to aim, and release to fire. The grenade will travel in an arc-shaped path towards the target.

手榴弹发生器。按下武器(X)键，进行瞄准，然后松开该键进行发射。手榴弹将沿弧形路径飞向目标。

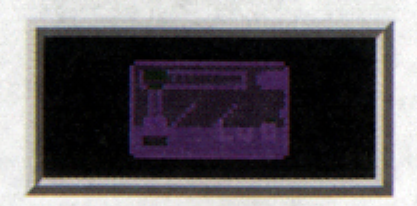
Some items may not be used under certain conditions. In this case, the words "NO USE" will be displayed on top of the item's icon.
部分道具可能在某些情况中无法使用。如果出现上述情况，标记“无法使用(NO USE)”将在该道具图标的上方被显示。



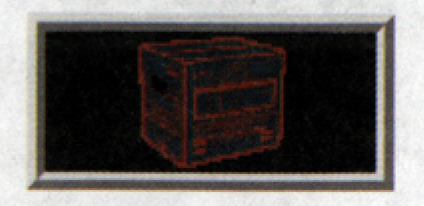
RATION(干粮): Standard-issue army ration. When used in the menu by pressing the A button, it will restore the player's Life by a fixed amount. When equipped, it will automatically be used to recover Life when the Life Gauge reaches zero.
标准军用干粮。透过在菜单中按下A键进行使用时，此类道具将按固定量恢复玩家的生命值。当装备该道具时，此类道具将在生命值到达零时自动恢复生命。



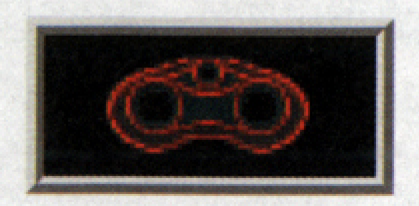
BANDAGE(绑带): Adhesive pad used to stop the flow of blood. Press the A button in the menu to use it. Stops the flow of blood from open wounds.
用于止血的粘胶垫。在菜单中按下A键，以使用该道具。可止住开放伤口的血流。



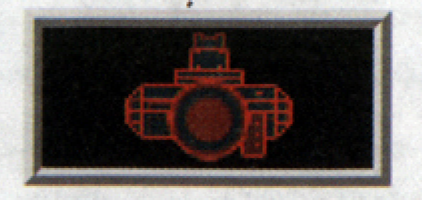
CARD LV*: Opens doors of equal or lower security level. The security level of a door can be checked in First Person View.
当装备此道具时，可打开相等或较低安全等级的门。每扇门的安全等级可用主视角模式查看。



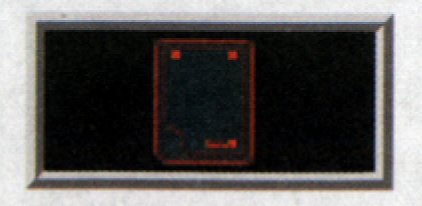
CARDBOARD BOX(纸板盒): Equip the cardboard box to wear it to hide. It is also possible to move around while wearing the cardboard box. There are several different types.
装备纸板盒，以将其作为帽子穿戴。也可在装备纸板盒时四处移动。共有数种不同类型。



BINOCULARS(望远镜): Binoculars with adjustable magnification. Used for long-distance reconnaissance. Press the B button to zoom in and the A button to zoom out.
具有倍数调节功能的望远镜。用于远距离侦察。按下B键可放大视野，按下A键可缩小视野。



THERMAL GOGGLES(红外线夜视镜): Night vision equipment. Used to maintain visual capability in dark areas by reading and displaying thermal differential patterns.
夜视设备。透过读取和显示温感差异图像，可用于在黑暗区域保持视力。



ANTI-PERSONNEL SENSOR(防步兵感应器): Sensor that detects living objects nearby. When equipped, will vibrate whenever an enemy soldier draws near. All other types of vibration are turned off while the sensor is equipped.
探测附近生命体的感应器。如果装备有该道具，一旦敌军士兵靠近，该道具就会振动。在装备该感应器时，所有其他类型的振动都会被关闭。



SUPPRESSOR(消声器): Equip a weapon that matches the suppressor (which is to be equipped first) in order to attach the suppressor to the weapon. The suppressor will not be effective unless attached to the weapon.
装备可配备消声器(消声器应首先被装备)的武器，以便将消声器装入武器。除非与武器结合使用，否则消声器毫无用处。

If the player character's (or partner's) life gauge drops to zero, the game ends. There are also certain traps in the game that instantly end the player's mission. After the game ends, the Continue screen appears.
如果玩家人物的(或伙伴的)生命值降至零，那么游戏将结束。在游戏中还存在若干个特定陷阱，可立即结束玩家的使命。在游戏结束后，继续(Continue)介面将会出现。



CONTINUE(继续)
Continue the game from the last automatic Continue Point.
从最近的自动继续点继续游戏。

EXIT(退出)
Return to the title screen.
返回至标题介面。

CONTINUE POINTS(继续点)
"Continue Points" occur at crucial turning points in the progress of the game. These points include moving from one area to another, just prior to fighting bosses, and just before and after major events.

“继续点”出现在游戏进程的关键转折时刻。这些继续点包括从一个区域前进至另一个区域，与Boss交战之前，以及在主要事件的前后。



SAVE AND LOAD(保存和载入)

SAVE(保存)
Saving the game is accomplished by communicating with certain characters over the Codec. The game's progress will be saved up to the last Continue Point.
保存游戏需要与特定人物透过编码解码器(Codec)进行联络。
游戏的进程将按最近的继续点(Continue Point)被保存。

TANKER CHAPTER(油轮篇)	
CONTACT PERSON(联系人):	**FREQUENCY(频率):**
Otacon	140.96

PLANT CHAPTER(地上篇)	
CONTACT PERSON(联系人):	**FREQUENCY(频率):**
Rose	140.96

LOAD(载入)
Select "LOAD GAME" at the title screen to bring up the Data Selection screen, then select a data file to continue the game from the last saved Continue Point.
在标题介面中选择“载入游戏(LOAD GAME)”，以开启数据选择(Data Selection)介面，然后选择一个数据文件，用以从最近保存的继续点(Continue Point)继续游戏。

Adjust various game settings.
调整各类游戏设置

VIBRATION(颤动)
Turn controller vibration on/off.
关闭/开启游戏控制杆颤动效果。

RADAR(雷达)
Select the radar type.
TYPE 1: For novices. Displayed in Intrusion Mode.
TYPE 2: Default radar. Not displayed in Intrusion Mode (just as in the previous game).
OFF: No radar.

选择雷达类型。
类型1：适合初级玩家。以“突入模式”显示。
类型2：默认雷达设置。
不以“突入模式”显示（与前款游戏完全相同）。
关闭：无雷达。

BLOOD(流血)
Turn blood effects on/off.
关闭/开启流血效果。

SE(音效)
Adjust the sound effect volume.
调节音效音量。

MUSIC(音乐)
Adjust the music volume.
调节音乐音量。

CAPTION(字幕)
Turn captions on/off
关闭/开启字幕

CONTROLS(游戏操纵)
Choose from among 4 different control types.
从四个不同的游戏操纵类型中选择。

OWN VIEW(主视角)
Change the function of the left directional key in First Person View mode.
NORMAL: Pressing the left directional key up and down will move the camera in the same direction.
REVERSE: Pressing the left directional keyup and down will move the camera in the opposite direction.

更改主视角模式中左方向键的功能。
正常：向上和向下按动左方向键将使游戏镜头向同一方向移动。
反向：向上和向下按动左方向键将使游戏镜头向相反方向移动。

ITEM WINDOW(道具窗口)
Change the Item Window's display type.
GROUP: Items of the same class will be lined up.
LINEAR: All items will be lined up.
更改道具窗口的显示类型。
同组：同类道具将被列出。
线型：全部道具都将被列出。

QUICK CHANGE(快速换装)
Change the type of Quick Change used for items and weapons.
更改针对道具和武器的“快速换装”类型。

COLOUR ADJUSTMENT(色彩调节)
Adjust the televisiona's brightness setting to fit the game's colour scheme.
・The COLOUR ADJUSTMENT option cannot be used if the television set does not have a brightness control.
调节显示器的亮度，使其适合此款游戏的色彩方案。
如果显示器无亮度控制功能，那么色彩调节选项将无法被使用。

Select SPECIAL at the Title Menu to see various extra goodies. The number of selectable items will increase as you progress through the game.

从标题菜单(Title Menu)中选择“特殊”(SPECIAL)，以查看各类特殊功能(goody)。可供选择的道具数量将随玩家游

BASIC ACTIONS(基本行动)

Select this option to view a movie explaining some of the basic actions, controls, and effects used in the game.

选择该选项，以观看说明本游戏中某些基本行动、控制和效果的影片。

PREVIOUS STORY(先前剧情)

Select this option to view a summary of the story of the previous game, "Metal Gear Solid®".

选择该选项，以查看先前游戏“潜龙谍影TM剧情的概述”。

PHOTO ALBUMS(相册)

If there is photo data stored on the hard disk, select this option to view the photos, change the names attached, and adjust the colour scheme (RGB values).

如果硬碟中储存有照片数据，那么选择该选项，以查看照片，更改其所附名称，以及调整色彩方案(RGB值)。

1.PHOTO TITLE(照片标题)
2.PAGE NUMBER(页数)

- Switch pages using the Lock-on (L2)/First Person View (R2) buttons or left/right on the directional key
- 如要翻页，可使用锁定(L2)/主视角键或者主视角(R2)键，或者左/右方向键



3.THUMBNAIL VERSION OF PHOTO(照片缩略图)

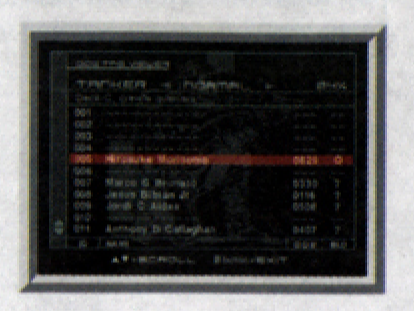
PUNCH (B) BUTTON: 拳击(B)键	EDIT MODE 编辑模式
TITLE 标题	Change photo title 更改照片标题
COLOUR 色彩	Colour adjustment mode 色彩调整模式
FIRST PERSON VIEW BUTTON: 主视角键	Full-screen mode 全屏模式



DOG TAG VIEWER(兵牌浏览器)

Select this option to view a list of all the dog tags (ID badges) collected so far from enemy soldiers during the game.

选择本选项，以查看游戏进展至今从敌军士兵处收集到的全部身份标牌列表。



WHAT ARE "DOG TAGS"?(什么是“兵牌”?)

"Dog tags" are ID badges worn by soldiers so that they can be identified if killed on the battlefield.
Information such as name and blood type is engraved on the tags.

“兵牌”是士兵配戴的身份识别徽章，以变于他们在阵亡后可被战友辨认。在兵牌上铭刻有姓名和血型等资讯。



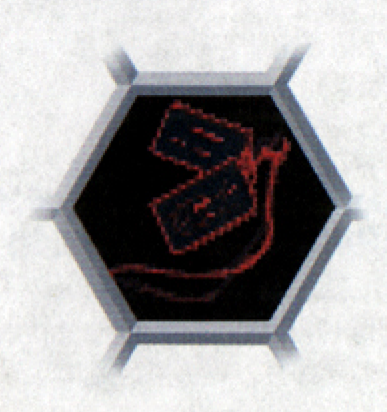
ACQUIRING DOG TAGS(获取兵牌)

Enemy soldiers can be "held up" by sneaking up behind and sticking a gun in their back.
In First Person View, searching an enemy soldier's head or waist while his hands are up will reveal a dog tag Item Box.

透过悄悄地摸到敌人身后，并且枪顶着他们的背，可将敌军士兵“俘虏”。
在主视角模式中，当敌军士兵高举双手时，搜查他的头部或腰部，这将开启兵牌到场具对话框

- Enemy soldiers who are carrying dog tags will show a telltale flash of light around their necks when held up. Equip the Thermal Goggles to determine whether a soldier is carrying dog tags.

- 携带兵牌的敌军士兵被“俘虏”时，其颈部会发出透露兵牌位置的闪光。装备红外线夜视镜，以便判断敌人是否携带兵牌。



WHEN DOG TAGS ARE POSSESSEDR(当拥有兵牌时)

When one or more dog tags are in possession, a dog tags icon will be included in the Equipment icons.

当玩家拥有一个或多个兵牌时，兵牌图标将被包括在装备图标之内。

DOG TAG ICON(兵牌图标):

Total number of dog tags currently possessed.

当前拥有兵牌的总数量。

The number of dog tags collected so far is recorded in saved game data. As more dog tags are collected, bonus elements will be added to the game.

迄今为止，收集到的兵牌数量会被记录在被保存的游戏数据中。随着所获兵牌数量的增加，奖励元素将被加入游戏中。

NOTE(注): Whether or not a certain enemy solider is carrying dog tags is determined by the games' difficulty setting. To collect all the dog tags in the game, all difficulty settings must be completed.

某个敌军士兵是否携带兵牌由该游戏的难度级别决定。如要在游戏中收集所有兵牌，必须完成全部难度设置。

NOTE(注): The names engraved on the dog tags are the names of the game's staff as well as the winners of the "Your Name in MGS2" contest held on Konami Computer Entertainment Japan's web-site from March to June 2001. There are also other, rarer dog tags to be found...

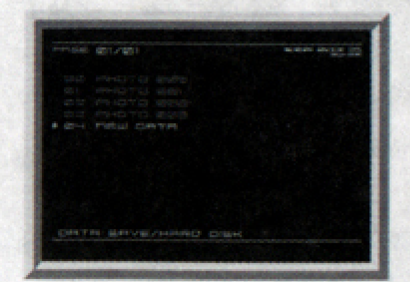
在兵牌上铭刻的姓名是本游戏制作小组成员以及“您的MGS2大名(Your Name in MGS2)”竞赛优胜者的姓名。上述比赛于2001年3月至6月在科乐美电脑娱乐日本股份有限公司网站上举行。玩家还可在游戏中找到一些另类、珍惜的兵牌。

DIGITAL CAMERA (数码相机)/041a



The digital camera is a special kind of equipment.
数码相机是一种特殊装备。

When the digital camera is equipped, the screen will switch to the camera's viewfinder. Press the Punch (B) button to zoom in and the Crawl (A) button to zoom out. Press the Weapon (X) button to snap a picture.
当人物装备数码相机时，游戏介面将切换至相机的取景镜。按下拳击(B)键放大取景区域，按下爬行(A)键缩小取景区域。按下武器(X)键，拍摄照片。



Pictures taken can be stored on the hard disk.
拍摄的照片可被储存在硬盘上。

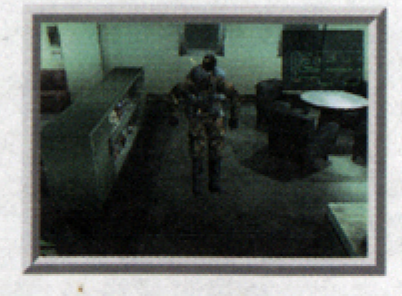
Picture data taken with the digital camera can be viewed by choosing "SPECIAL" at the title menu, then "Photo Album" (see the "SPECIAL" section).
用数码相机拍摄的照片数据，可透过在标题菜单中选择“特殊(SPECIAL)”，然后选择“相册(Photo Album)”进行查看。(请参阅“特殊(SPECIAL)”章节)。

ADVANCED TECHNIQUES (高级技巧) /041b



HOLD-UPS(俘虏)

With a gun equipped, sneak up behind an enemy soldier's back and press the Weapon (X) button lightly to stick the gun in the enemy's back and perform a hold-up. The soldier will be unable to attack while his hands are raised, but he will take advantage of any opening to turn the tables.
当装备枪时，可悄悄地摸到敌军士兵身后，按下武器(X)键，轻轻地用枪口顶住敌人背部，将其俘虏。当敌军士兵双手举起时，他无法发起攻击，但是他将利用任何可乘之机来扭转局面。



SHAKEDOWN(彻底搜查)

With no weapon equipped, stand next to an unconscious or sleeping enemy soldier and press the Weapon (X) button to pick the body up. Release the button to drop it. Doing this repeatedly will some-times cause the soldier to drop an Item Box.
如果未装备武器，站在一个失去知觉或熟睡的敌军士兵旁边，按下武器(X)键，可将敌人的躯体举起。松开武器键，可将敌人的躯体扔下。反复如此，有时可使道具盒从敌军士兵身上掉落。



TACTICAL RELOAD(战术装弹)

Pausing to reload a weapon in the middle of a battle leaves one defenceless against enemy attack. Avoid running out of ammunition during a firefight by pulling the Weapon menu (R1) button twice quickly to replace the magazine before it runs out of ammo.
在战斗过程中暂停并重新装弹，将导致游戏人物对敌人的进攻束手无策。为避免在枪战中弹药耗尽，可快速拉动武器菜单(R1)键两次，以便在子弹用尽前更换弹夹。

ADVANCED TECHNIQUES (高级技巧) /042a



STRAFING(扫射)

Equip a handgun or assault rifle-type weapon and hold the Lock-on (Y) button down to run and shoot at the same time.

装备手枪或攻击步枪类武器，并按住锁顶(Y)键，即可以边跑边射击。



JUMP-OUT SHOTS(跳出射击)

While in Corner View, equip a gun and press the Weapon (X) button to jump out firing. Use this technique to quickly launch a surprise attack from a hiding place. Grenade-type weapons can be thrown while peeking around the corner.

将处于侧角模式时，装备手枪并按下武器(X)键，可跳出射击。使用此战术，可从隐藏处快速发动突然袭击。当从侧角窥视时，还可投掷手榴弹类武器。

INFILTRATION MANUAL (秘密潜入手册) /042b

WHEN SOMEONE CALLS, BE SURE TO ANSWER (被呼叫时，请务必接听)



When receiving a CALL from someone, the CALL sign will appear onscreen. Press the BACK button while the CALL sign is being displayed to answer the CALL and begin communication. CALLs can provide useful information such as explanations of game controls, gameplay hints, and details about the mission. When the CALL sign is red, you will automatically receive the CALL. Even if the CALL sign is green, always be sure to answer.

当接收到来自某人的呼叫时，呼叫(CALL)信号将被显示。在呼叫(CALL)信号被显示时，按下后退(BACK)键，以接听呼叫并开始通讯。呼叫(CALL)能够提供有用资讯，如游戏操纵方法解释，游戏提示和任务详解。当你收到一个红色呼叫(CALL)信号时，你将自动接听呼叫。即使呼叫(CALL)信号为绿色，亦请务必接听。

AVOID BATTLES WHENEVER POSSIBLE(时刻避免战斗)



In a battle situation, enemy soldiers will call for backup and attack in full force. Even if the player somehow manages to survive a battle against overwhelming odds, the damage incurred will probably be severe. Be as stealthy as possible to avoid being discovered by the enemy.

在战斗环境中，敌军士兵将呼叫支援并全力攻击。尽管玩家可以设法从一个敌我力量悬殊的战斗中幸存下来，但是遭受的损失必将非常惨痛。尽可能悄无声息地行动，以避免被敌人发现。

- Make good use of the radar as well as Corner View and First Person View modes to sneak behind the enemy's back and escape detection.
- 充分利用雷达，侧角视角以及主视角等模式，以悄悄越过敌人身后，躲避侦查。

Whenever possible, find a place to hide and let patrolling enemy soldiers go past.

在任何可能的时候，寻找一个藏身之处，躲过敌人的巡逻队。

USE WHATEVER ITEMS YOU CAN FIND
(使用你能找到的所有道具)

The only way to acquire the weapons and equipment necessary to complete the mission is to pick them up along the way. Items are often hidden in lockers and under tables. If something looks suspicious, take a closer look.

取得完成任务所需之武器和装备的唯一方法就是沿途捡拾道具。道具通常藏在橱柜里和桌子下。如果某物看似可疑，请务必近观端倪。

· Some hidden items can only be discovered in Corner View/First Person View modes.

· 某些道具仅在侧角视角/主视角模式中才可被发现。

BLOOD LOSS(失血)



When your Life Gauge is low, it becomes orange. You will not stop bleeding and your life will keep on diminishing. To stop blood loss, use the item "Bandage" or crouch or assume crawl position for a while.

当你的生命值较低时，指示图标将变成橙色。游戏人物将无法止血，生命会逐渐消逝。如要停止失血，请使用道具“绑带”，或者处于蹲伏或爬行位置片刻。

USE THE TRANQUILIZER GUN TO PUT ENEMIES TO SLEEP WITHOUT A FIGHT
(用镇静剂枪使敌人昏睡，以避免战斗)

UNCONSCIOUS
(神志不清)



UNCONSCIOUS
(镇静剂效力)

The Tranquilizer Gun, found during the course of the game, can put enemy soldiers to sleep. Use the Tranquilizer Gun to put enemy soldiers out of commission without having to fight.

可在游戏过程中找到的镇静剂枪可使敌军士兵昏睡。无需战斗，使用镇静剂枪即可令敌军士兵停止执行任务。

The timer displayed above a sleeping soldier's head indicates the remaining time until the soldier wakes up. The timer decreases over time, and when it reaches zero, the soldier regains consciousness.

在昏睡士兵头顶上方显示的计时器表示敌军士兵还需多少时间可以苏醒。计时器将随时间减少，当其达到零时，士兵会恢复知觉。

· On VERY EASY difficulty, the player begins the game equipped with an M9 rifle modified for tranquilizer rounds (Plant Chapter).

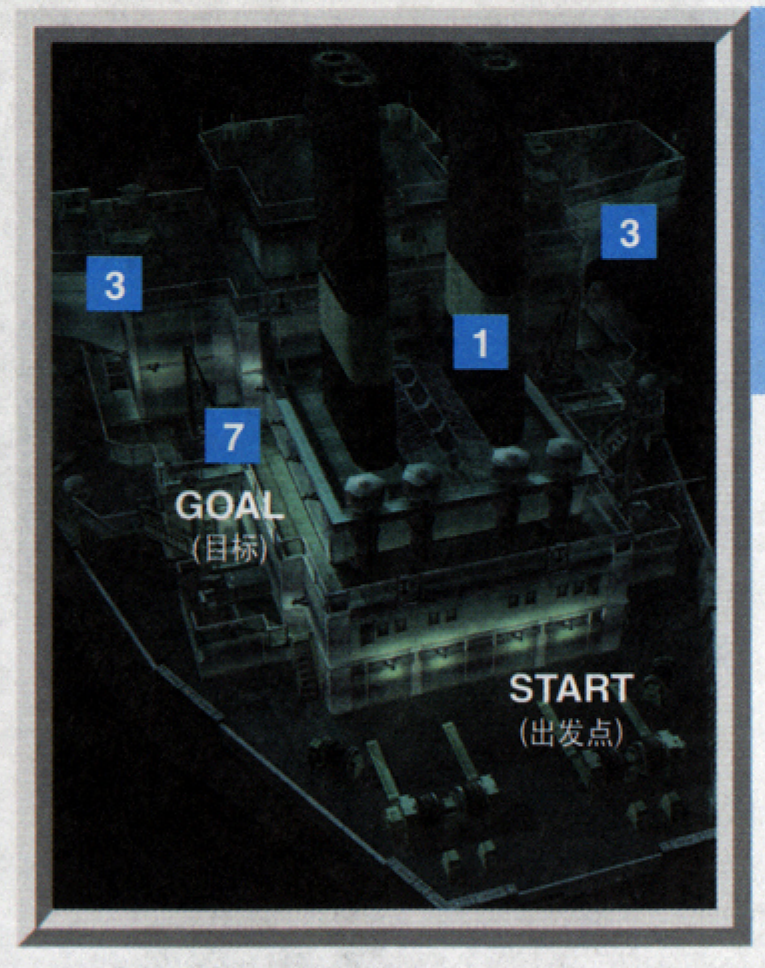
· 在“极易”难度级别中，游戏开始时，玩家就装备了适用于镇静剂子弹的M9步枪(地上篇)。

· By using tranquilizer rounds, it is possible to complete the game without killing a single person, including boss enemies.

· 透过使用镇静剂子弹，有可能不杀一人(包括高级敌人)，就能完成游戏。

TANKER CHAPTER (USING NORMAL DIFFICULTY SETTING)
油轮篇(使用正常难度级设置)

INITIAL OBJECTIVE(初始目标)



The objective of the Tanker Chapter is to obtain photographic evidence of the new, top-secret Metal Gear model. Your first task is to sneak into the inner part of the tanker to discover its purpose and its final destination.

"油轮篇"的目标是要获取新型、绝密合金装备模型的照片资料。玩家的第一项任务是潜入油轮内部，刺探其用途以及最终目的地。

1. USE THE M9 (TRANQUILIZER GUN) TO PUT THE ENEMY SOLDIER TO SLEEP
(使用M9 (镇静剂)令敌军士兵昏睡)

First, put the enemy soldier guarding the deck of the tanker to sleep. The time needed for a tranquilizer dart to take effect depends on where it strikes the target. Hitting an enemy soldier in the head or in the region of the heart will instantly put him to sleep. To achieve this level of precision, move and press the R2 button to make your shot in First Person View.

首先，令守卫油轮甲板的敌军士兵昏睡。镇静标发生效力所需的时间取决于他击中目标的哪个部位。命中敌军士兵的头部或心脏区域，将令其即刻昏睡。要想达到这种精确度，请移动并按下R2键，以便在主视角模式中射击。

2. EXAMINE THE RADAR(查看雷达)

The radar displays not only the locations of enemy soldiers, but also their respective field of vision. Use the radar to avoid entering the enemy's field of vision. You can even sneak right up behind an enemy soldier's back as long as you stay out of the soldier's field of vision.

雷达不仅仅显示敌军士兵的所在位置，也显示他们各自的视野。可利用雷达避免进入敌人的视野。只要处于敌人士兵的视野之外，你甚至可以潜伏在这名士兵身后。

3. PICK UP THE ITEM BOX; KEEP THE RATION EQUIPPED
(拾起道具盒：时刻配备干粮)

Pick up the Item Box lying on the deck to obtain a Ration. Rations are very useful items. When equipped, they automatically restore health when the Life Gauge drops to zero. Beginners should keep the Ration equipped as their default item, just in case.

拾起甲板上的道具盒，以获得一份干粮。干粮是非常有用的道具。当配备干粮时，它们将在生命值下降到零时自动恢复健康值。新手应将干粮作为默认道具随身配备，以备不时之需。

4. MASTER THE USE OF CORNER VIEW(掌握侧角视角的使用)

Flattening against the wall will cause the camera to switch to Corner View, allowing you to peek around corners and observe the movements of enemy soldiers outside of radar range. While in Corner View, use the right directional keyto change the camera angle and pull the L1/R1 buttons to take one step left/right. Use these techniques to scope out the surrounding area without being seen.

贴墙站立将使摄像机镜头切换成侧角视角，从而使玩家能够绕过墙角进行窥视，并观察雷达范围以外的敌军士兵移动情况。当处于侧角视角时，使用右方向键可改变镜头角度，拉动L1/R1键可向左/右迈出一步。利用这些技巧可以对周围区域进行观察，而不被察觉。

5. IF THE ENEMY FINDS YOU (如果被敌人发现)

If enemy soldiers discover you, they will radio for backup and attack. Avoid direct confrontation as much as possible and find a safe place to hide from the enemy. If an enemy's attack draws blood, use a bandage to stop the bleeding immediately or you will leave a telltale trail of blood behind you.

如果敌军士兵发现了你，他们将透过无线电请求增援并发动袭击。要尽量避免正面冲突，并寻找一个安全的藏身之所以躲避敌人。如果敌人的攻击引起了失血，要立即用一块绑带止血，否则你将在身后留下一串泄露行踪的血迹。

6.SHAKE DOWN THE BODIES OF SLEEPING ENEMY SOLDIERS (上下摇动昏睡中敌军士兵的身体)

With no weapon equipped, stand next to a sleeping enemy soldier and press the Weapon (X) button to pick the body up. Release the button to drop it. Doing this repeatedly will sometimes cause the soldier to drop an Item Box.

在没有武器装备的情况下，站在一名昏睡的敌军士兵身旁并按下武器(X)键，以抬起士兵的身体。松开按键使之落下。反复做这个恫族有时会使这名士兵掉出一个道具盒。

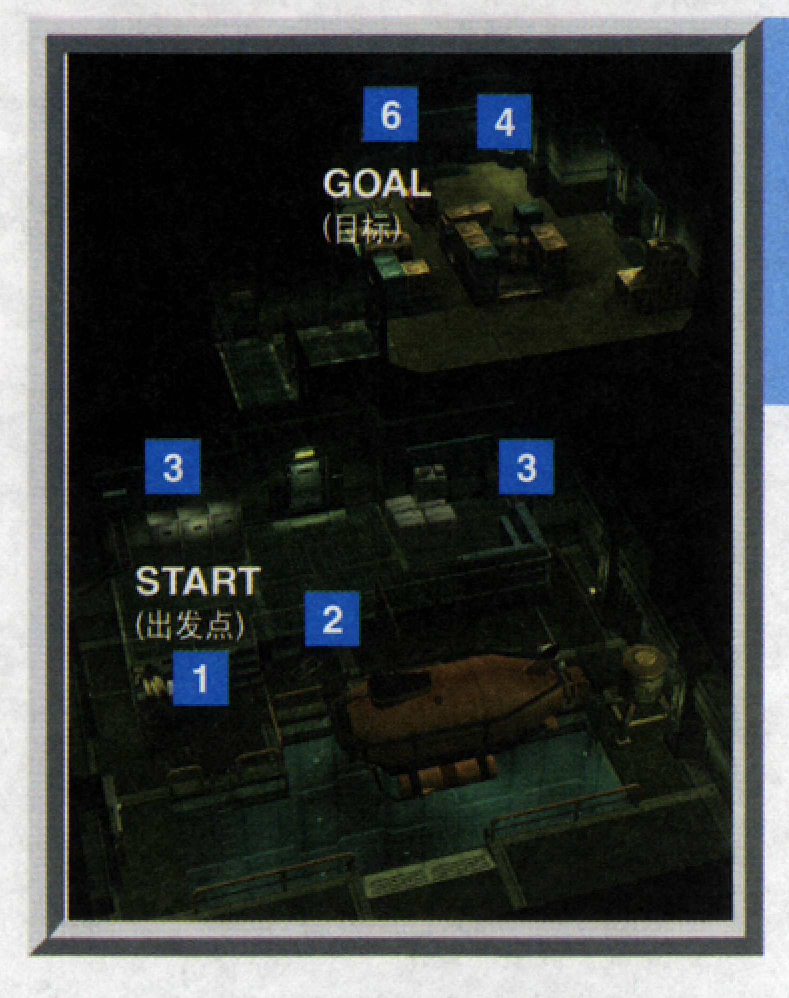
7. OPEN THE HATCH AND PROCEED INSIDE THE TANKER (打开舱门并在油轮内部行进)

Stand in front of the hatch and press the Action (Y) button to grip the handle. Continue to hold the button down to turn the handle and open the hatch. This is not the only entrance to the inside. Look for other entrance(s) yourself.

站在舱门前并按下行动(Y)键，握住把手。继续按住此键，以转运把手并打开舱门。这并不是进入内部的唯一入口。请你自己找一找其它的入口。

PLANT CHAPTER (USING NORMAL DIFFICULTY SETTING)
(地上篇(使用正常难度级设置))

INITIAL OBJECTIVE(初始目标)



In the Plant Chapter, Raiden's mission is torescue the President and disarm the enemy. Your first task is to rescue the President.

在“地上篇”中，Raiden的使命是营救总统和解除敌军武装。你的第一项任务是营救总统。

1. BECOME FAMILIAR WITH THE CONTROLS(熟悉各种操纵方法)

There are no enemy soldiers stationed at the Insertion Point, where the mission starts. Use this place to get used to the various game controls. Move around the room and talk to the Colonel in different locations, such as in the water or in front of the locker, to receive instructions on how to perform various actions.

在任务起始的进入点(Insertion Point)，没有敌军士兵驻守。利用这个地点对游戏中的各种操纵方法进行熟悉。在屋内来回走动，并在不同位置(如在水中或橱柜前)与上校对讲，以便就如果执行各种行动获得指示。

2. SQUEEZE INTO TIGHT SPACES BY CRAWLING
(透过爬行挤入狭小空间)

Narrow spaces you can't fit into while standing can sometimes be entered by crawling. Press the Crawl (A) button to squat, then move the left directional keyto begin crawling. To stand back up, press the Crawl (A) button once again.

玩家在站立时无法适应的狭窄空间，有时可透过爬行方式进入。按下爬行(A)键下蹲，然后移动左方向键以开始爬行。如要恢复站立姿势，再次按下爬行(A)键。

3. PICK UP THE ITEM BOXES
(拾起道具盒)

To pick up the item Box, you'll have to crawl into the duct. There is also an Item Box hidden in the locker. Stand in front of the locker and press the Action (Y) button to open the locker.

如要拾起道具，玩家必须要爬入管道中。还有一个道具盒藏在橱柜内。站在橱柜前并按下行动(Y)键，以打开橱柜。

4. ACCESS THE NODE TO ACTIVATE THE RADAR

(访问节点(NODE)激活雷达)

In the Plant Chapter, the radar cannot be used in a new area until the map has been downloaded from a Node inside that area. In this case, it's best to access a Node while the enemy soldier is unconscious. Stand in front of the Node and press the Action (Y) button to access it.

在“地上篇”中，人物进入新区域后必须首先从一个节点下载地图，才能使用雷达。在这种情况下，最好是在敌军士兵不省人事时访问节点。站在节点前并按下行动(Y)键，以进行访问。

5. IF THE ENEMY FINDS YOU...

(如果被敌人发现)

When you access the Node, the unconscious enemy soldier will begin to revive. Quickly find a place to hide. If you are discovered by the enemy soldier, rush back to the Insertion Point and hide in the locker, the duct, or the pool to escape.

在你访问节点时，那么不省人事的敌人士兵将逐渐开始苏醒。要迅速找到藏身之所。如果你被敌人士兵发现，可冲回至进入点并躲藏在橱柜、管道，或池子里逃命。

6. GET INTO THE ELEVATOR TO PROCEED

(进入电梯继续前进)

Once Caution mode has been lifted, the elevator will descend. Use the radar to make sure the enemy can't see you, and sneak into the elevator to proceed.

一旦警惕式被抛除，电梯就会下降。利用雷达确保敌人无法看到你，然后潜入电梯继续前进。

NOTE: The elevator will not start moving when you are in Alert Mode.

当你处于警报模式时，电梯不会开始移动。



OTACON

Real name: Hal Emmerich. Formerly the leader of the Metal Gear REX development project, but since the Shadow Moses incident, he has joined with Snake to form "Philanthropy", an organization dedicated to destroying Metal Gear in all its forms.

真实姓名：Hal Emmerich。新型合金装备(Metal Gear REX)开发项目的前任领导者，但自Shadow Moses时间发生后，他与Snake联手创建了“慈善事业”(Philanthropy)，一个致力于毁灭各种形式合金装备的组织。

EMMA EMMERICH (E.E.)

Otacon's stepsister and a genius in the field of computers.

Otacon的继妹，是一个电脑天才。

OLGA GURLUKOVICH

Sergei's daughter. Shows great potential as a soldier, and has been raised in Sergei's army as one of its soldiers since she was a small child.

Sergei的女儿。作为一名士兵显示出极大的潜力。自从孩提时代，她就在Sergei的军队里作为一名士兵成长起来。

REVOLVER OCELOT

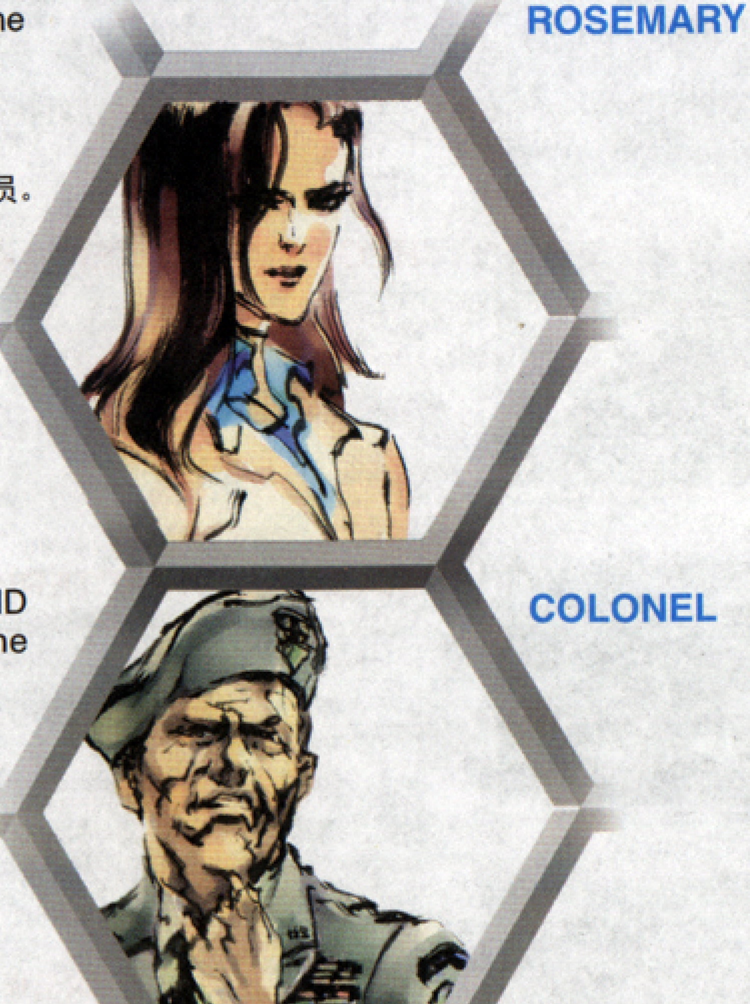
A former member of FOXHOUND. Lost his right arm in a clash with Snake during the Shadow Moses incident. A gun fanatic who prefers revolvers, he is also known as an expert in torture.

原为猎犬组织(FOXHOUND)的一员。在Shadow Moses事件中与Snake交锋时失去右臂。一名酷爱左轮手枪的枪支迷，在严刑拷打方面也是众所周知的专家。

ROSEMARY

Raiden's girlfriend. She is employed by the army as a data analyst, and supports Raiden in his mission by saving mission data via the Codec.

Raiden的女友。她受雇于军队，是一名数据分析员。在Raiden的任务中，她借助编码解码器(Codec)保存任务数据，为Raiden提供支持。



COLONEL

Strategic commander of the FOXHOUND special forces unit. Commands the mission to infiltrate the Big Shell, and supports Raiden over the Codec.

特种部队“猎犬(FOXHOUND)”的战略指挥官。负责指挥向“Big Shell”设施渗B透的使命，并编码解码器(Codec)支持Raiden。

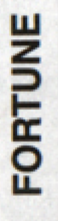
DEAD CELL(死亡小组)

A SEAL anti-terrorist unit. They are the core members of the terrorist group "Sons of Liberty" that took over the Big Shell.

一支海陆空的反恐怖主义小组。他们实际上是接管“Big Shell”设施的恐怖主义组织“自由之仔”(Sons of Liberty)的核心成员。



SOLIDUS SNAKE





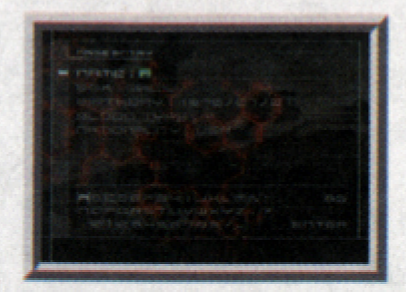
VAMP

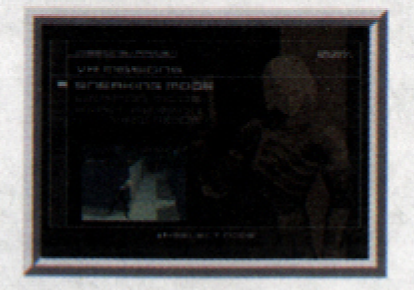


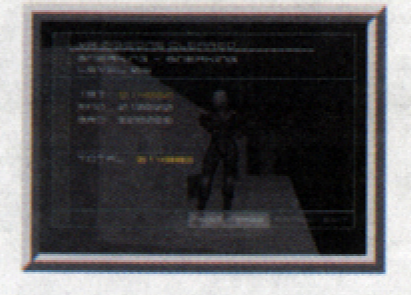
FATMAN



MISSIONS mode is composed of VR MISSIONS, which offer infiltration training in a virtual-reality environment, and the more realistic ALTERNATIVE MISSIONS, which take place in actual game stages.
游戏任务(MISSIONS)模式由在虚拟现实中提供秘密潜入训练的虚拟任务(VR MISSIONS)，以及在实际游戏关卡中塑造真实体验的可选任务(ALTERNATIVE MISSIONS)。







REGISTER PLAYER(注册玩家)

Register a new player.
注册一名新玩家。

· Only used when playing for the first time.
· 仅在首次参与游戏时使用。

SELECT CHARACTER(选择人物)

Select either Raiden or Snake. Raiden's stages are designed to be relatively easy compared to Snake's. As more and more missions are completed using Raiden and Snake, additional characters will become available.
选择Raiden或者Snake。在设计意图方面，Raiden的游戏关卡比Snake的游戏关卡相对容易。随着玩家率领Raiden和Snake过五关斩六将，完成越来越多的游戏任务，那么将有更多的游戏人物愿意听候玩家将令。

SELECT MISSIONS(选择任务)

Choose between VR MISSIONS and ALTERNATIVE MISSIONS.
在虚拟任务(VR MISSIONS)和可选任务(ALTERNATIVE MISSIONS)之间选择。

SELECT MODE(选择模式)

Select the play mode. The available play modes and stages are different for each character.
选择游戏模式。适用玩家采用的游戏模式和关卡将因游戏人物而不尽相同。

STAGE RESULTS(关卡战果)

When a stage is completed, a score is calculated based on the amount of time taken and the number of shots remaining.
在玩家完成一个任务关卡时，一个基于耗费时间和剩余子弹数目的游戏成绩会被计算产生。

SAVE(保存)

Save MISSIONS mode data, including mission progress (stages available and stages completed) and total scores for each stage.
保存游戏任务(MISSIONS)模式数据，包括任务进程(备选任务关卡和已完成任务关卡)以及每个任务关卡的总成绩。(保存数据至少需要5格自由空间。)

VR MISSIONS(虚拟任务)

{SNEAKING MODE}
{潜行模式}

- **SNEAKING**(Reach the exit without enemy detection)
  潜行(在敌人没有察觉的情况下到达出口)
- **ELIMINATE ALL**(Eliminate all enemies without enemy detection)
  全部歼灭(在敌人没有察觉的情况下歼灭全部敌人)

{WEAPON MODE}
{武器模式}

- **HANDGUN**(Practice your proficiency with the handgun)
  手枪(练习使用手枪的熟练度)
- **ASSAULT RIFLE** (Practice your proficiency with the assault rifle)
  攻击步枪(练习使用攻击步枪的熟练度)
- **C4/CLAYMORE**(Practice your proficiency with C4/CLAYMORE)
  C4/CLAYMORE(练习使用C4/CLAYMORE的熟练度)
- **GRENADE**(Practice your proficiency with grenades)
  手榴弹(练习使用手榴的熟练度)
- **PSG-1**(Practice your proficiency with the PSG-1)
  PSG-1(练习使用PSG-1的熟练度)
- **STINGER**(Practice your proficiency with the STINGER)
  毒刺导弹(练习使用毒刺导弹的熟练度)
- **NIKITA**(Practice your proficiency with the NIKITA)
  NIKITA(练习使用遥控导弹“NIKITA”的熟练度)
- **HF. BLADE or NO WEAPON**(Practice your proficiency with the HF. BLADE or your own hands).
  武士刀或无武器(HF. BLADE或者NO WEAPON)(练习使用武士刀或空手搏击的熟练度)

{FIRST PERSON VIEW MODE}
{主视角模式}

Practice missions entirely in first person view.
完全以主视角方式练习游戏任务。

{VARIETY MODE}
{多样模式}

Practice a wide variety of mission objectives.
练习多种游戏目标。

ALTERNATIVE MISSIONS(选择任务)

{BOMB DISPOSAL MODE}
{炸弹拆除模式}

Disarm bombs within the time limit.
在有限的时间内拆除炸弹。

{ELIMINATION MODE}
{歼灭模式}

Eliminate all enemies within the time limit.
在有限的时间内歼灭所有敌人。

{HOLD UP MODE}
{俘虏模式}

Hold up all enemies without being detected.
在未被察觉的情况下俘虏所有敌人。

{PHOTOGRAPH MODE }
{拍照模式}

Take specific photographs within the time limit.
在有限的时间内拍摄特定照片。

VR MISSIONS(虚拟任务)

Virtual reality infiltration simulation training. Except for the First Person View Mode, controls are the same as for the main scenarios. Objectives differ with each VR Training Mode.

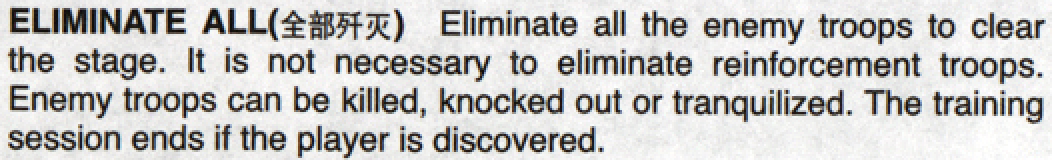
模拟秘密潜入模拟训练。除主视角模式(First person View Mode)外，游戏操纵方式与主要游戏剧本相同。每个虚拟现实训练模式(VR Training Mode)的目标各不相同。



SNEAKING MODE(潜行模式)

SNEAKING(潜行) Reach the goal without being detected by the enemy soldiers. The training session ends if the player is discovered.

在未被敌军士兵察觉的情况下到达目标位置。如果玩家被发现，那么训练随即结束。



ELIMINATE ALL(全部歼灭) Eliminate all the enemy troops to clear the stage. It is not necessary to eliminate reinforcement troops. Enemy troops can be killed, knocked out or tranquilized. The training session ends if the player is discovered.

歼灭所有敌军部队，方可通关。但不需要歼灭全部增援部队。玩家可杀死敌军士兵，将其击晕或者使其沉睡。如果玩家被发现，那么训练随即结束。



WEAPON MODE(武器模式)

Targets: There are two main types.

目标：共有两种主要类型。

NORMAL (BLUE)(正常目标(蓝色))

Destroyed with a direct hit. All targets must be destroyed to clear the stage. In the same way the handgun is registered, points are awarded based on the position.

可透过直接命中将目标摧毁。必须摧毁所有目标，方可通关。按照与手枪相同的记分方式，根据部位奖励点数。

EXPLOSIVE (ORANGE)(爆炸目标(橙色))

Explodes when hit. All targets must be destroyed to clear the stage. Damage is incurred if the player is too close to the explosion.

被命中时将发生爆炸。必须摧毁所有目标，方可通关。
如果玩家离爆炸目标太近，将被伤及自身。

Other targets(其他目标): These objects do not have to be destroyed to clear the stage.

无需摧毁下列物体，也可通关。

Panel(平板目标)

Can be destroyed with weapons. 可被武器摧毁。

Negative Points (Red)(罚点目标(红色))

Reduces player's point total when hit.

当罚点目标被击中时，玩家的总分将被减扣。



FIRST PERSON VIEW MODE(主视角模式)

Accomplish different objectives in First Person View Mode to clear the levels. The controls are different from the standard controls. To set and check the controls, go to the CONTROLS option on the stage selection screen.

用主视角模式(First Person View Mode)完成各类游戏目标，以便透过各个游戏关卡。该模式的操纵方式有别于标准操纵方式。如果设置和检查操纵选项，请前往关卡选择介面的游戏操纵(CONTROLS)选项。

MISSIONS (DETAILED) (游戏任务(细节)) /053a



VARIETY MODE(多样模式)

Special training mode with a variety of objectives. This mode cannot initially be accessed. Clear all the other VR Training Modes with Raiden and Snake to enable the Variety Mode.

具有多种目标的特殊训练模式。该模式无法在游戏初期调用。指挥Raiden和Snake打通所有其他虚拟训练模式，才能启动多样模式(Variety Mode)。

ALTERNATIVE MISSIONS (可选任务) /053b

These missions are more realistic, taking place in actual stages taken from the game. The basic rules and controls are the same as in the regular game, but the objectives vary depending on the mode, and each individual stage may have any of a number of preset conditions.

这些任务更加逼真，近乎实战，在千挑万选的实际游戏关卡中进行。虽然基本规则和操纵方法与普通游戏相同，但是游戏目标因模式而变化，每个单独关卡都可拥有任意预设条件。



BOMB DISPOSAL MODE(炸弹拆除模式)

In this mode, the goal is to locate all bombs placed within the area and freeze them. Some bombs are cleverly hidden; use First Person View to find them. When all bombs have been frozen, the stage is automatically completed.

在该模式中，游戏目标是寻找在某个区域内放置的全部炸弹，并逐一拆除。某些炸弹的隐藏非常巧妙；可用主视角模式寻找炸弹。当所有炸弹均被拆除后，该游戏关卡将自动结束。



ELIMINATION MODE(歼灭模式)

In this mode, the goal is to defeat all enemy soldiers. Soldiers may be defeated by killing them, knocking them out, or putting them to sleep. When all enemy soldiers have been defeated, the stage goal appears.

在该模式中，游戏目标是击败所有敌军士兵。击败敌军士兵的方式可包括：将其杀死，将其击晕，或者使其熟睡。当所有敌军士兵均被击败后，此关游戏目标将出现。



HOLD UP MODE(俘虏模式)

In this mode, the goal is to hold up all enemy soldiers. Once a soldier has been held up, he disappears from the stage. Accidentally killing a soldier will automatically end the mission in failure. If a soldier is put to sleep or knocked out, it will be necessary to wait until he recovers. When all enemy soldiers have been held up, the stage goal appears.

在该模式中，游戏目标是使用数码相机，在有限的时间内拍摄特定的照片。搜索某个区域，以便寻找需要拍摄的照片/图像。如果拍到正确的照片，那么该关卡将自动结束。

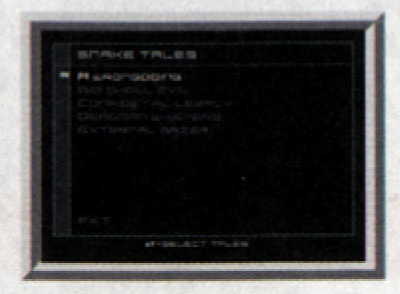


PHOTOGRAPH MODE(拍照模式)

In this mode, the goal is to use the digital camera to capture specific photos within the time limit. Search the area for the photo/image that needs to be captured. If the correct photo is taken, the stage is automatically completed.

在该模式中，游戏目标是使用数码相机，在有限的时间内拍摄特定的照片。搜索某个区域，以便寻找需要拍摄的照片/图像。如果拍到正确的照片，那么该关卡将自动结束。

SNAKE TALES is a set of 5 stories featuring Snake as the main character.
SNAKE传奇由五段剧情组成，其中以Snake为主要人物。



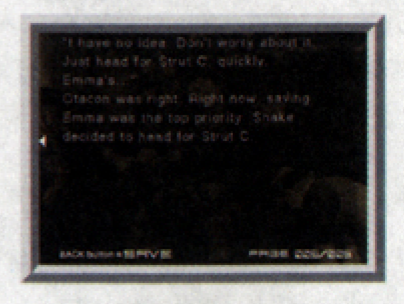
1. SELECT STORY(选择剧情)

Select one of the five stories to play.
从五个剧情中选择一个想玩的剧情。



2. TALES SCREEN(传奇介面)

This screen displays a list of objectives based on the current situation. Complete these objectives to advance through the story.
该介面显示基于当前形式的目标列表。玩家上述目标，以完成剧情。



3. SAVE(保存)

To save the game, press the Back button at the Tales screen to bring up the Save screen. At least 5 blocks of free space are required to save game progress and options.
如果保存游戏，请在传奇介面时按下后退(BACK)键，以开启保存介面。保存数据至少需要5格自由空间。



NOTE:You can not save your progress during the actual game.
注意：在实际游戏中，你无法保存进度。

4. LOAD(载入)

Select LOAD at the initial SNAKE TALES menu to bring up the Data Selection screen. Select a game file to continue playing from the point at which the file was saved.
在最初的SNAKE传奇介面中选择载入(LOAD)，以开启数据选择(Data Selection)介面。选择一个数据文件，以便从文件被保存的时间点继续进行游戏。

Please Contact the following Email Address only for Support of the Konami software product.
有关科乐美产品服务事宜，请联系如下E_mail地址。

We cannot answer questions concerning game Hints and Tips.
我们不能回答游戏提示及技巧。



TEL: 010-8278-2915-1017
service@gamekj.com

